

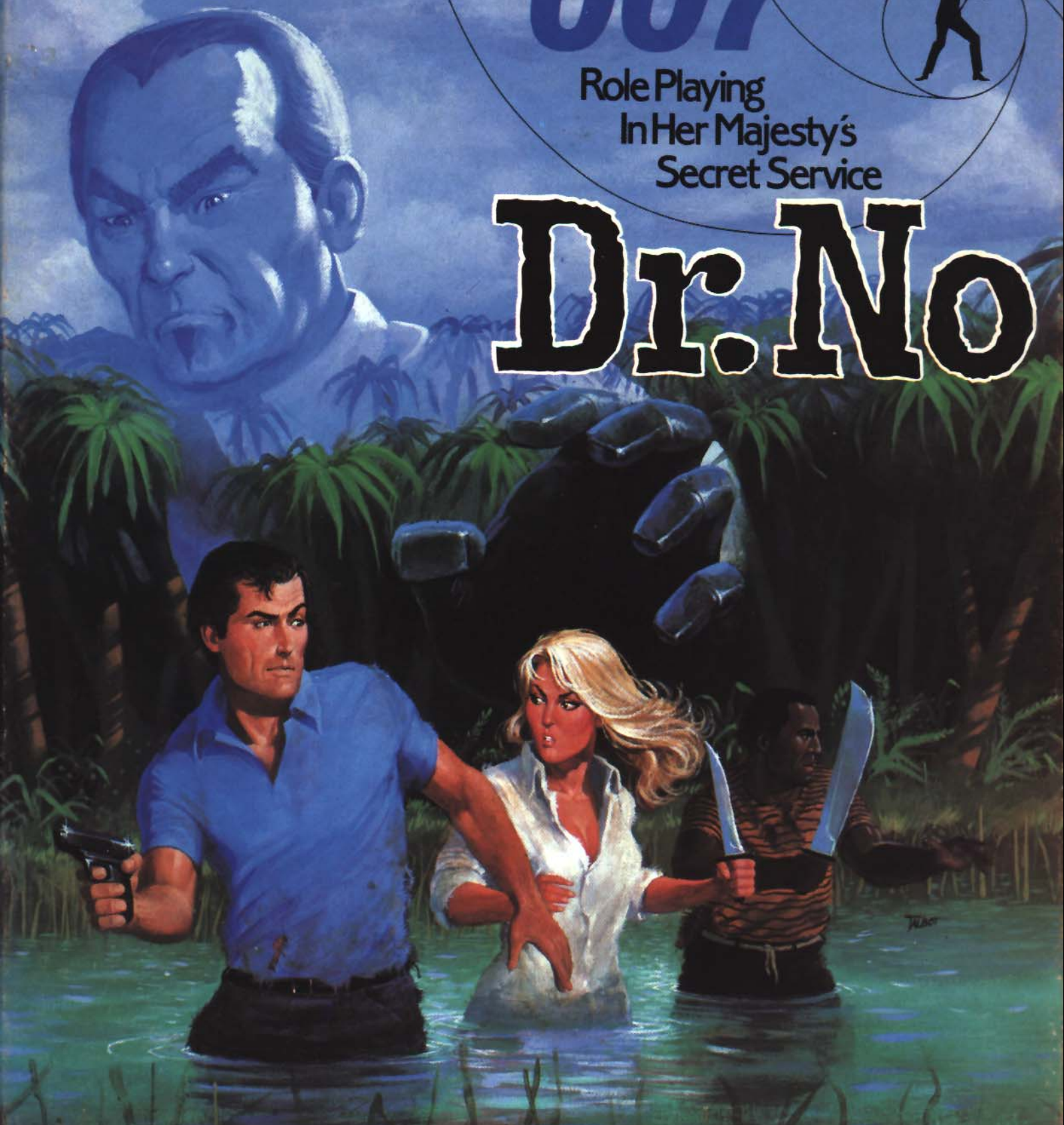
An Adventure
for 1 to 4 Players
PLUS Gamesmaster

JAMES BOND 007



Role Playing
In Her Majesty's
Secret Service

Dr. No

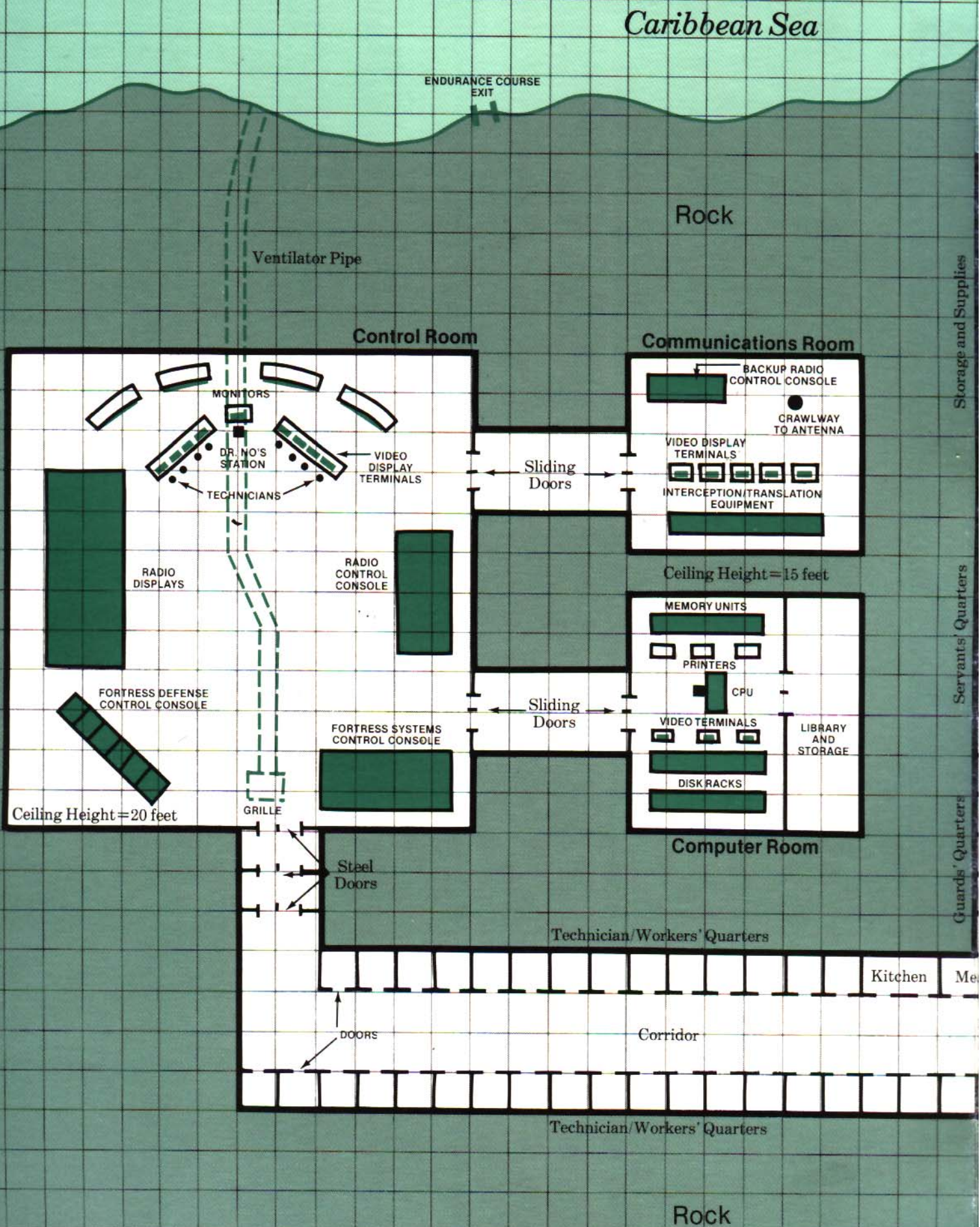


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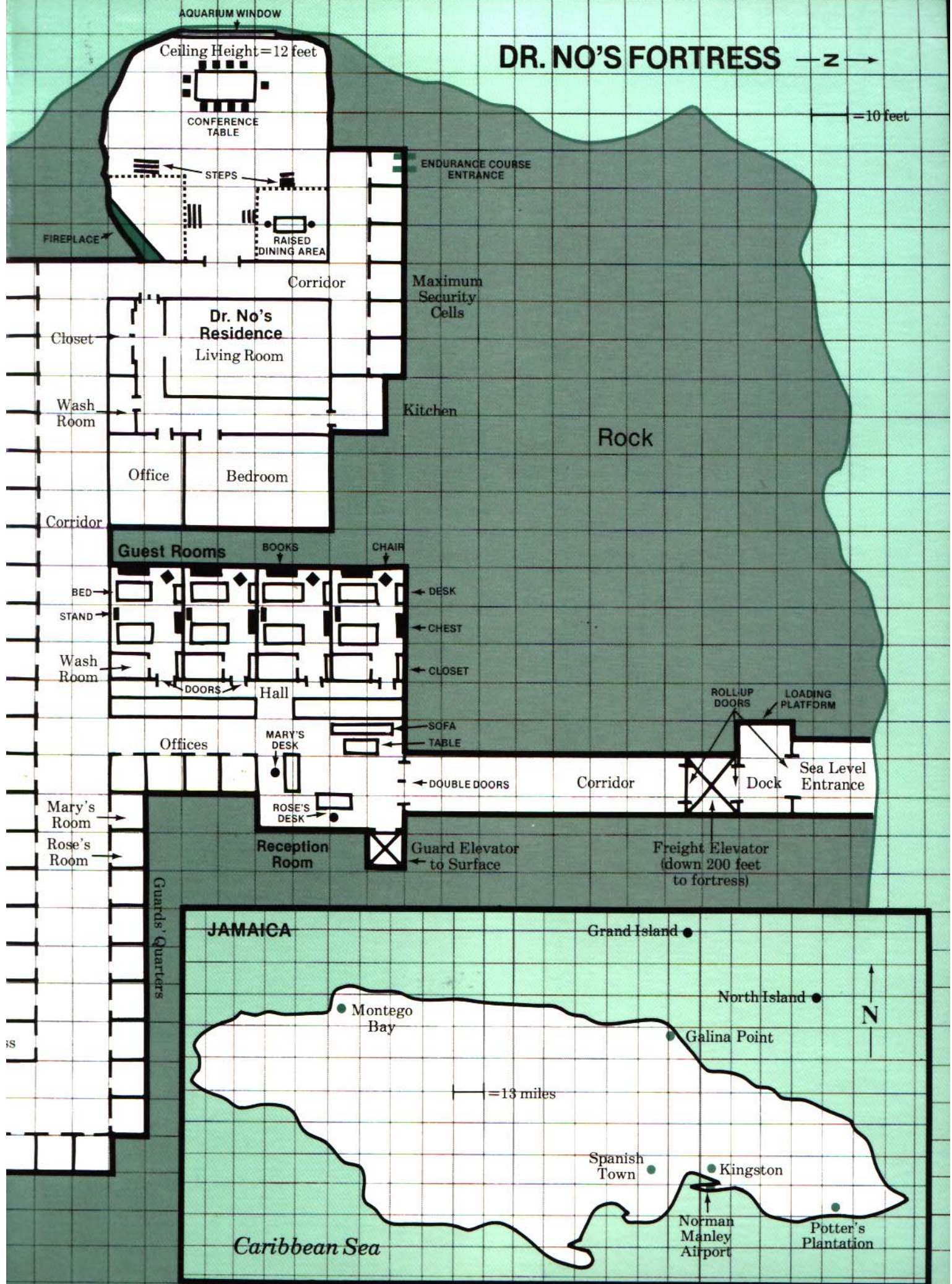
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For Ages 12 to Adult

Gamesmaster Screen



DR. NO'S FORTRESS — z —



Gamesmaster Guide

Dr. No

An Adventure Module for the *James Bond 007* Game

CREATED AND PUBLISHED BY VICTORY GAMES, INC.

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Table of Contents

Part I: Introduction and Briefings	3
A. Introduction	3
B. Briefing for the Players	4
C. Briefing for the Gamesmaster	6
D. Notes for the Gamesmaster	9
Part II: Non-Player Characters	12
A. Enemies	12
B. Allies	19
Part III: Places and Events	26
A. Norman Manley International Airport	26
B. King's House, Kingston	28
C. Strangways' House	28
D. Potter's Sugar Plantation	29
E. Kingston Harbour	30
F. North Island	32
G. Grand Island	32
H. The Fortress of Dr. No	37
I. Dr. No's Speech	39
J. The Endurance Course	40
K. The Control Center	43
Part IV: Adventure Information	45
A. Consequences	45
B. Altering the Adventure	46
C. Further Missions	46
Part V: Thrilling Cities	47

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Part I: Introduction and Briefings



A. Introduction

The *Dr. No* Adventure Module is designed to be played by up to four characters and a Gamesmaster. It presents a challenge to one character of "00" rank, two of Agent rank, and four of Rookie rank. If your group contains an odd number of players or characters of different ranks, you can alter the adventure according to the guidelines offered in this booklet.

Note: The information contained in this booklet is for the Gamesmaster's eyes only. Players should not read this booklet.

You should be thoroughly familiar with this adventure before running it. It is suggested that you read it through once to understand the basic plot and how the NPCs interact with the Player Characters. Then in your second reading, you can highlight the most important information with a marker for easier reference during play.

Some of the NPCs' backgrounds and the basic plot of this adventure are changed from the movie. These alterations are included to keep the players from anticipating events in the adventure and to maintain an element of surprise.

The information in this booklet is organized to help you run the adventure easily. The section in this chapter entitled "Briefing for the Players" contains the background information the characters must know for their mission. You can either read this information verbatim or paraphrase it in an actual conversation between M (you) and the characters. The section "Briefing for the Gamesmaster" gives you

the background and basic plot of Dr. No's master plan. The section "Notes on the Adventure" includes a general outline of how the adventure will be run, a timetable of the adventure, information about clues, and important suggestions for you when you run the adventure.

The chapter on NPCs contains descriptions of the backgrounds of the most important individuals the Player Characters will encounter during the mission. The chapter on Places and Events describes locations where the characters will probably go and what will happen to them in these places. Finally, a description of Kingston, Jamaica, is included in the Thrilling Cities chapter; it will help you create the correct atmosphere for the adventure and will give general information about getting around the island.

Included with this adventure are eight Mission Sheets, containing clues and visual aids for the characters. These sheets should be given to the players as indicated in the text. The Mission Sheets include maps of Jamaica and Kingston, survey maps of Grand and North islands, pictorial representations of the Anansi and Dr. No's Control Room, the screen of Strangways' personal computer, and one sheet with Potter's gas receipts and a page from his desk calendar. The inside of the stiff screen contains a map of Jamaica and the floorplans to Dr. No's fortress; this screen should be set up in front of you for easy reference. In addition, the center two pages of this booklet contain other maps and floorplans of locations the characters will be visiting.

B. Briefing for the Players

You can begin the adventure with a teaser similar to the opening sequence in the movie. The teaser is most effective with one character, but can be played with more. You can, if you prefer, skip the Teaser and go directly to the briefing by M since it is not directly relevant to the adventure.

TEASER

It is 1 A.M. on the morning of Friday, September 14. A cloud of smoke hangs heavy over the heads of the gamblers around the baccarat table at Le Cercle, a fashionable casino in London. One (or more) of the characters is playing at the table. (It is recommended that only one character play the game and he be the dealer.) The four people at the table are serious gamblers. All of them have started out with at least 1,000 pounds worth of chips and have been playing steadily since ten o'clock. The shoe has made several circuits of the table. All players being equal, no fortunes have been won or lost.

You may, if you wish, play out three or four hands. Approximate the Gambling Primary Chance of the other three card players so the Player Character has only a slight edge. The gambling itself is not the most important thing about the teaser.

Across the table from the Player Character is Sylvia Trench:



SYLVIA TRENCH

STR:3 DEX:5 WIL:6 PER:3 INT:4

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Charisma (5/11), Driving (4/8), Gambling (4/7), Seduction (8/13)

ABILITIES: Connoisseur

HEIGHT: 5'6"

SPEED: 1

WEIGHT: 124 lbs

HAND-TO-HAND DAMAGE CLASS: A

AGE: 32

STAMINA: 28 hours

APPEARANCE: Attractive

RUNNING/SWIMMING: 25 minutes

FAME POINTS: 16

CARRYING: 60-100 pounds

HERO POINTS: 0

FIELDS OF EXPERIENCE: Board Games, Economics/Business, Fine Arts, Golf, Jewelry, Microphotography, Rare Collectibles, Snow Skiing, Squash, Tennis, Water Skiing

WEAKNESSES: Attraction to Members of the Opposite Sex; Gambling

IDIOSYNCRASIES: Does not like to be refused; becomes easily insulted.

BACKGROUND: Sylvia Trench is the daughter of one of the wealthiest industrialists in England. He was well regarded by his associates, and that respect was transferred to his daughter, who had been given the

best of everything. Unfortunately, after his death an audit revealed that Trench had been embezzling funds, floating stocks, and conspiring in other assorted, unsavory business practices. Left with no money, but with a firmly imbedded taste for the good life, Trench began using her friends and influence to do favors for people who would pay her. Although she would abhor the term, she could easily be classified as a mercenary woman. She will, for a price, do anything that will not compromise her freedom or her privacy. She is bold and forthright in her pursuit of men who intrigue or appeal to her. Her countenance seems to offer a continual challenge in the way she arches her right eyebrow almost every other sentence.

Make the initial Reaction rolls to determine Trench's attitude to the characters, applying a +3 Ease Factor modifier. If her reaction is Neutral or better, she will begin to play up to the character she best reacted to and will appear readily open to a Seduction attempt. Any verbal interchange during the card game should be rather suggestive.

Note: The above description for Trench is the same as the one given in the FOR YOUR INFORMATION Gamesmaster Supplement. Should she become involved with a Player Character, she can later function as a Close Personal Tie or merely as comic relief. For example, since Trench's activities occupy a good deal of her time and she travels a lot, she will have difficulty continuing a relationship with the Player Character, considering their respective schedules. You can easily arrange that, each time they get together in the future, the character is quickly called into M's office for another assignment. (This should happen in the DR. NO adventure shortly after Witty Conversation is initiated). Be sure to have M's message catch the character before he and Trench go somewhere out of touch. The message might arrive at the casino just as they are ready to depart or at the character's apartment. (Trench should always insist on going back to the character's apartment; hers is being "redecorated" or something similar.)

Such a steady occurrence of "Conversation Interruptus" is not conducive to a lasting, in-depth relationship. Should her seductive wiles not be appreciated by a character, you may have her crop up from time to time in the campaign as an industrial spy trying to find out about Universal Import and Export. She should have no idea of the true nature of the company.

If you are playing this adventure, or your campaign, with all female Player Characters, then Sylvia could become Sydney, or be replaced with an NPC of your choosing.

MEETING WITH M

If you elect not to use the Teaser, have M send his message to the characters as they gamble at the casino. A Player Character with Sylvia Trench will also receive the message either at the casino or at his apartment (as outlined above). The note stresses that the characters proceed to M.I.6 *immediately*.

The characters should arrive at M.I.6 no later than 2:30 A.M. that Friday morning. The night security guard will check the characters' I.D.'s, even though he may know them by sight. Security is very tight. As the characters walk down the hall to M's office, they will notice a pretty young clerk hurrying by them with a memo in her hand. She will nod to the characters but will not stop to chat. The tense formality in everyone's manner indicates something big is afoot.

When the characters enter M's office, they will immediately notice the air is heavy with pipe smoke. One sniff identifies the tobacco as a particularly strong mixture of Turkish and Cavendish that M smokes only during times of worry and stress. M, pouring over the papers on his desk, looks fresh and alert. Only the rumpled suit reveals he has been at his desk since early morning the previous day.

If the characters are still wearing their evening wear from the casino, they will receive a disapproving glance from M, but he will say nothing unless he had trouble locating them, such as having to send to the casino for them. Then he will make some remark about budgeting time for sleep.

M will relight his pipe and begin the briefing:

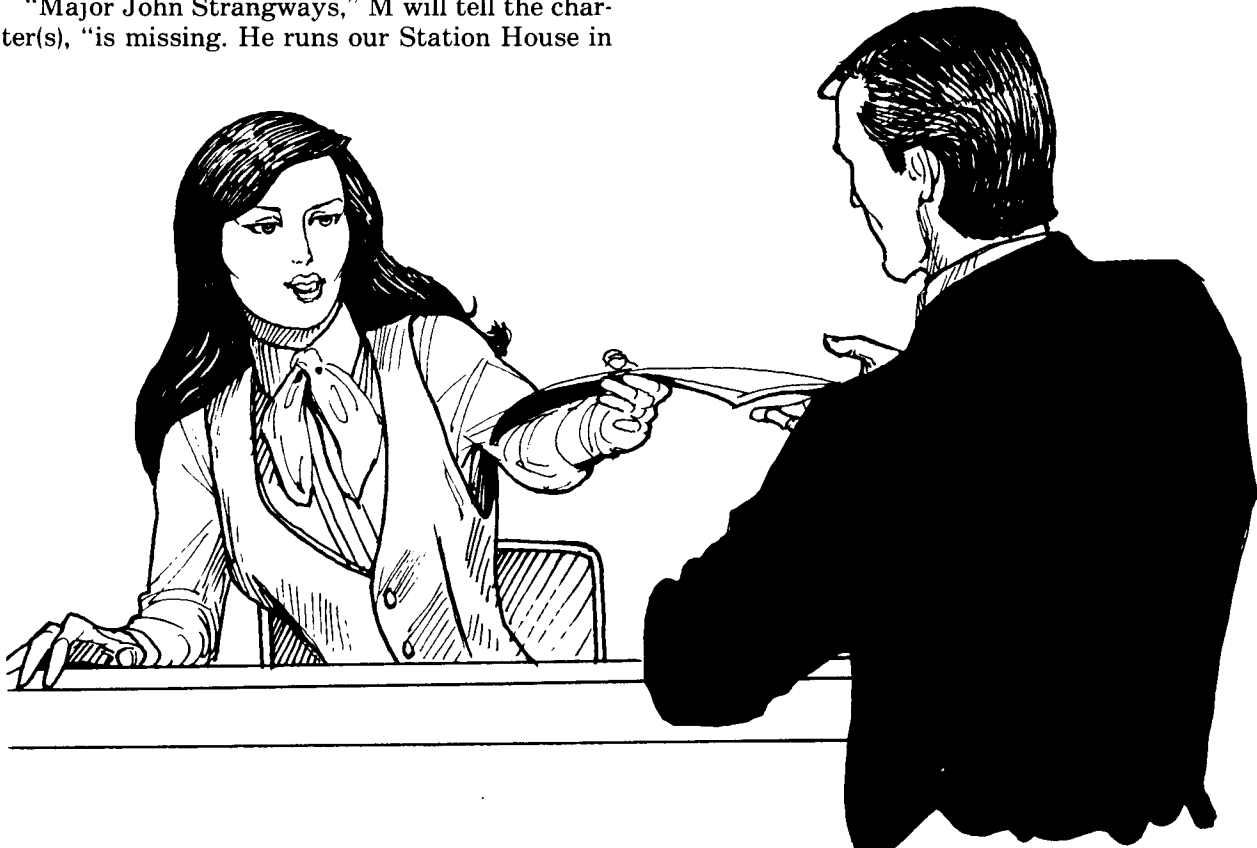
"Major John Strangways," M will tell the character(s), "is missing. He runs our Station House in

Kingston, Jamaica. A timely, organized, and highly reliable man — which is more than I can say for some of our agents. Strangways has religiously made his radio report at 1:55 P.M. — that's 6:55 P.M. our time.

"We know that Strangways plays bridge every afternoon at King's House, the government offices in Kingston. It's a good way for him to keep in touch with the High Commissioner, another excellent fellow by the name of Pleydell-Smith. The game runs from 1:00 in the afternoon until 3:30 or so. Strangways leaves the game at precisely 1:40 to make his radio report.

"Since you're not involved with Station work, it isn't likely you'd know our procedure for the daily reports. The Station contacts us here in London, using a prearranged — and frequently changed — code. If the code is wrong, or the speed and patterns of the person's vocal delivery are odd, we break contact immediately. Thirty minutes later we send a 'Blue' call, again breaking contact if anything is wrong. Thirty minutes after that, we send a 'Red' call. If that fails, we send somebody to investigate.

"Strangways did not make his 1:55 call yesterday. At 7:25 our time, we sent the Blue call and at 7:55 the Red. There was no response. Three hours later, we placed a transatlantic call to Pleydell-Smith. Used some story about trying to contact Strangways on an important matter, and there was no answer at his home. Thought he might be able to help us. Pleydell-Smith was cooperative but did not have much to add. Seems Strangways had not shown up that day for bridge and that his pleasure boat was



missing. He suspected that Strangways may have run off with someone's wife — apparently he is quite a charmer in the Kingston set. He had no other information to offer, nor could we press him without revealing more about our Station than we wished.

"I find the Commissioner's suggestions enormously hard to believe. For John Strangways to be so irresponsible would be a total breach of his character. I think it much more likely he has been captured, or perhaps even dead. The security of our Jamaica Station is in jeopardy, and therefore we must find out what has happened.

"You will be catching the 11:00 A.M. flight to Jamaica. You are to contact Commissioner Pleydell-Smith as field representatives of Universal Export, who are checking into Strangway's files. You may take him into your confidence as you see fit. He'll explain how to get around. Find out what happened to Strangways, and let me know immediately.

"You're probably wondering why so much concern over what may be an easily explained absence. It seems Jamaica has become a fairly high-tension spot of late. Strangways last assignment was to cooperate with the C.I.A., who are looking into drug smuggling from that area. He was working with a fellow named Felix Leiter. So far as I know, the American is still down there looking into it. But Jamaica's our balliwick, and no matter what has happened to Strangways, we should be able to police our

own. You should cooperate with Mr. Leiter, but you are not subject to his orders. I want Strangway's disappearance solved, and I would rather we did it.

"We've told Pleydell-Smith that you are coming as field representatives of Universal Export to investigate Strangways' disappearance. He will have a car from King's House meet you at the airport. Needless to say, we expect your investigation to be handled with the utmost tact.

"After all," M will say dryly, "your Branch is called *Investigations* and Enforcement. Some of our agents lately seem much more concerned with enforcement than with investigation."

M will dismiss the characters at this point. When the characters arrive at Heathrow Airport, they will hear one of their names being paged from the information desk. There they will find Penelope Smallbone, dressed as an airport employee. She will smile at them and hand them a small folder. She will then wish them a good voyage and turn to the next person at the desk.

Inside the folder are two props from the M.I.6 Mission Envelope — the maps of Jamaica and Kingston. You should give the players a few minutes to look over the maps before continuing the mission.

The British Airways jet will leave Heathrow at 11 A.M. to arrive at Norman Manley International Airport in Kingston 10½ hours later (4:30 P.M. Jamaican time, Friday, September 14).

C. Briefing for the Gamesmaster

There is, of course, more to Strangway's disappearance than a fling with the wife of a friend or some beautiful tourist. He has been eliminated by Dr. Julius No.

Strangways, during the course of his investigation into a drug-smuggling ring, stumbled across some pieces of information that led him to visit Grand Island. Strangways was expecting to find drug fields and perhaps a small shack serving as a warehouse. The drug runners, unfortunately for Strangways, were on North Island about 40 miles southeast of Grand Island. What Strangways found was the fortress of Dr. No.

Five years ago, Dr. No, a senior operative of TAROT, occupied Grand Island. The island is one of several claimed by both Jamaica and Cuba, but the islands are not important enough to instigate a major squabble. The island was attractive to No and TAROT because of its location, so near some of the more controversial spots in the world. Further, Grand Island and North Island are not considered resort spots by the Jamaicans, since they are the home of the fabled spider-god, Anansi.

Dr. No has reinforced this superstition by importing a variety of poisonous spiders. Two native fishermen who visited the island encountered the

spiders and were bitten. One native died immediately, and the other survived just long enough to return to Jamaica to spread the word about the island. The natives have kept clear of the island since that time.

To enhance the legend and to travel around the island in safety, Dr. No has modified a swamp buggy's exterior to look like the giant spider (see Part III: G. Grand Island, for a further description). Thrill seekers visiting Grand Island have returned with horror stories of bare escapes from the terrible spider-god and several years lopped off their life expectancy. At one time the buggy was transported to other islands where several natives saw it. With the Anansi legend firmly established, Dr. No has been able to carry out his plans with little interference.

The materials for his fortress were smuggled in aboard boats camouflaged as a fishing fleet and provided by Tetsuro Osato. Working under cover of night, the construction crew completed the installation in 18 months, without the Jamaican authorities becoming wise. Since that time it has served as Dr. No's home and research lab, in addition to being the TAROT Station House in the area.

Dr. No's main efforts for TAROT have been in the field of nuclear energy (an endeavor which cost him the use of his hands). He has been working on a

design of a fission reactor portable enough to be transported on a cargo truck or large pleasure boat. Such reactors could be moved easily and even more easily hidden when used as power sources for other TAROT installations.

While designing remote control boards which worked on radio and microwaves for such a reactor, he became interested in computers, electronics, and broadcasting. In his spare time he looked into the possibilities of tapping into and unscrambling top-secret communications. He soon discovered a method of reprogramming computers, using override signals and microwave instructions. This was little more than a novelty to him at the time.

Recently, however, Dr. No has envisioned a new use for his override system. He presented a plan to TAROT and received approval. The result of the plan will be a fracture in the alliance between the United States and Great Britain and an increase in hostilities between the U.S. and the Soviet Union as well. The respective superpowers will be kept so busy watching one another they will never notice the various TAROT operations around the world. Also, Dr. No will gain control of a strategic country in the Caribbean — Cuba.

Several weeks ago, the United States announced plans for a pre-dawn test of two ALCM, AGM-86B cruise missiles to be launched from an FB-111A out of Homestead Air Force Base in Florida. The missiles will be aimed at an uninhabited island in the Atlantic. The test is designed to show the accuracy of the newest American cruise missile system to South American and Caribbean allies, and is planned with their full cooperation. Each missile will carry the equivalent of 1,000 pounds of explosive — enough to make a spectacular display but not to do any harm. The warheads are conventional, not nuclear.

Coincidentally, this launch will occur during an official visit by the Prime Minister of England to Anguilla. The PM will not be over to watch the launch and has little idea it is even occurring. Dr. No, however, plans to give the PM a front-row seat.

No's plan, with the full blessings of TAROT, is to use his new method of broadcast reprogramming to re-aim the missiles. He will direct one to the exact coordinates of the resort in Anguilla where the Prime Minister is staying. Whether Great Britain believes the resulting explosion was deliberate or the U.S. convinces them it was an accident will not matter. Dr. No predicts that the anti-U.S./anti-cruise faction in Great Britain will seize on this occurrence and exploit it mercilessly. It may even have a ripple effect throughout Europe. Of course, he believes, the Soviets will pounce on this episode to strengthen its position that American nuclear missiles should not be deployed throughout Europe.

The second missile will be redirected to Havana, specifically to the central government house of the Cuban government. TAROT has already infiltrated people into the freedom fighters on Cuba and has

supplied them with weapons and training. (The freedom fighters do not know TAROT is supplying them.) During the ensuing chaos and confusion after the deaths of the Cuban leaders, there will be a major assault against the remainder of the government.

It has already been arranged that, when the fighters have toppled the government, No will begin exerting authority and will eventually become entrenched as the island's leader. By the time the Soviets have stopped hurling accusations against the "American assassins" and turned their attention to the island, they will find Dr. No well protected and firmly established.

DR. NO'S ORGANIZATION

In order for Dr. No's base on Grand Island to function, it must get supplies and equipment. To obtain these staples without giving away their presence, Dr. No has established a contact and suborganization on mainland Jamaica led by Liat Lee Wong. Ms. Wong coordinates the purchasing or smuggling of equipment and its transportation to No's fortress on Grand Island.

Wong, an acutely intelligent woman, realized that an attractive Oriental woman making continual deals throughout Kingston would draw attention to herself. To create a cover for herself, she arranged to have the twin daughters of Colonel Percival Potter (Ret.) kidnapped and taken to Grand Island. Potter, a long time, upstanding resident of Kingston, was forced to obey Wong to ensure the safety of his daughters, Mary and Rose. Wong moved in to Potter's sugar plantation under the guise of head house servant. She makes the decisions while Potter signs the receipts and purchase orders.

She has recruited workers from the island for Dr. No. Being trained by TAROT in the methods of subjugation and mind control, Wong quickly employed these methods on transients and the lower classes in Kingston. These workers were sent to Grand Island, where they have been conditioned and brainwashed to work for Dr. No. Those who resisted the conditioning were sent through No's endurance course or used as food for the spiders.

Wong has been of inestimable help to No on various occasions. When she learned the doctor needed assistance on his computer design, she scouted the University of the West Indies and discovered Professor Jonathan Dent. Her research revealed that Dent was heavily in debt because of excessive gambling in Nassau and at private games. When he was approached by Wong, Dent was frantically trying to put together \$5,000 to forestall the breaking of his legs by some unsavory creditors. It was simple matter for Wong to convince Dent to work for her, and Dent soon found himself totally under her thumb. She has proof of his past indiscretions and has kept him under control by arranging new ones.

Wong's two best operatives in Jamaica are Anabel Chung and Cassoleah Jones. Chung travels

about the island as a freelance photographer, a cover which gives her abundant latitude. Jones is Wong's strong-arm operator; he deals with the seamier side of Kingston for Wong.

STRANGWAYS' DEATH

Strangways was always a methodical man, a trait which made him an excellent Station head. This same trait, though, got him killed.

Strangways had been doing preliminary investigations (before Leiter arrived), tracking down the marijuana farms and smugglers in the area. On the Saturday before he disappeared (September 8), he dropped in to visit his old friend Colonel Potter. While waiting in Potter's study, he happened to spy a desk calendar, opened to the previous day. Potter had written to himself: "Get figures for Anansi. Remember Cargo Capacity. Give to Dent. Supplies to Island by Sunday, latest. Plan goes into action Monday morning." Potter entered the room at that point and saw Strangways reading the note. He quickly ripped the note off the calendar, saying with a laugh, "Well, I guess yesterday's over with."

Potter's abrupt and strained manner, resulting from the stress of worrying about his daughters, made Strangways suspicious enough to retrieve the note from the trashcan and take it with him. He also found two gas receipts for Potter's boat, which he also took. (The note and the gas receipts are included in the Mission Envelope as clues and should be given to the characters as indicated in Section III: C. Strangways' House.)

Later that night, Strangways went to the Kingston docks to make some inquiries into the marijuana ring. Informants (the same as will talk with Quarrel later) indicated the marijuana was coming from one of the Anansi islands, which include Grand and North islands. Remembering Potter's note and the gas receipts, and being suspicious about the Colonel's demeanor, Strangways concluded that Potter and Dent were involved with the drug ring. Being methodical and somewhat headstrong, however, he

decided to check more deeply into the matter before reporting his suspicions.

The next day at lunch with Dent, Strangways asked what he thought were discreet questions about the islands. But subtle questioning was not Strangway's strong suit, and he aroused Dent's suspicions. The professor gave him the mythology behind the island, but little else. Dent immediately reported his suspicions to Liat Lee Wong, who reported the news to Dr. No while having her minions keep an eye on the Station head.

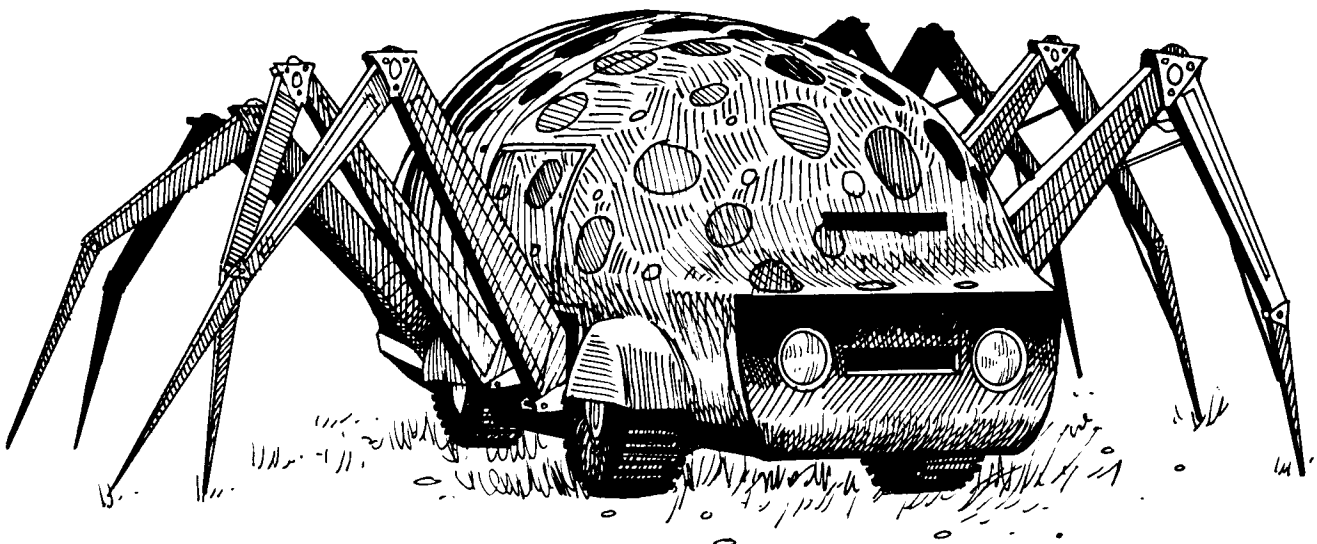
Strangways decided to continue his investigation personally and obtained some maps of the major Anansi islands. With no leads to go on, he made an arbitrary choice to investigate Grand Island first and then North Island. It was a very unfortunate choice. Strangways was captured by Dr. No's patrol boat. After extensive questioning in No's fortress, he was put through the endurance course. Strangways did not survive.

THE DRUG RING

Had Strangways opted for North Island instead of Grand Island, he would have broken the drug ring and been the hero of the day.

The taboo of the islands, which made them attractive to Dr. No, has also made them attractive to one Bobby Lemarre, who is in cahoots with a New York gangster known only as Mr. Big. Lemarre's drug ring wanted a place where they could work undisturbed and decided on North Island. There was some problem in the beginning with all the spiders, but the marijuana fields and the gang's huts were surrounded by mesh fences carrying a mild electric charge, thus discouraging the arachnids from trying to enter.

Lemarre and his minions have no idea that Dr. No or his fortress exists on Grand Island. Dr. No does know about Lemarre and his group, but considers him no threat or annoyance so long as he stays on North Island.



D. Notes on the Adventure

GENERAL COURSE OF THE MISSION

While the series of events that will occur when running this adventure depend on the decisions of your players, there is an optimum schedule of events that was revealed during testing of the adventure. This schedule is separate from Dr. No's timetable (see the Mission Timetable below) in that it indicates what the Player Characters should be doing to foil Dr. No's plan. If your players are significantly lagging behind this schedule, you may have to force an encounter to give them an important clue.

When the characters arrive at Norman Manley Airport, they will be met by Cassoleah Jones, dressed as a chauffeur from King's House. He will attempt to kidnap them and get information out of them. The characters should be able to defeat Jones (and his group), though Jones will probably commit suicide. It may happen that Jones will take the characters immediately to Liat Wong for transfer to Dr. No's island (see below).

Assuming the characters defeat Jones, they will probably go to meet High Commissioner Pleydell-Smith at King's House. This meeting should lead the characters to Strangways' House where they will find Strangways' back-up disk, plus Potter's memo and the gas receipts.

The characters will have two directions to follow at this point: the disk and the gas receipts will lead them to Kingston Harbour, and the disk and Potter's memo will lead them to Dent and Potter. If they go to Kingston Harbour, they will probably encounter Felix Leiter and Quarrel. They will learn about the drug-smuggling operation, and indications will point to North Island. However, if they talk with Joshua Miller, they will learn that Potter's gas receipts indicate the Colonel boated beyond North Island to Grand Island.

If the characters meet with Professor Dent, they will be steered to Potter and Liat Wong. Likewise, if they investigate Potter first, they will encounter Wong. From these three NPCs the characters should learn something about Dr. No and his occupation of Grand Island.

The characters at this point should know enough to visit Dr. No's island (if they have not been captured and taken there already). They should arrive no later than Sunday night. Most likely, they will be captured by No's guards on the island and eventually be led before Dr. No, who will reveal to them his life story and his master plan. The characters will be left to face No's endurance course; if they survive, they should manage to reach the control room just in time to foil No's plans.

Dr. No's timetable may have to be moved up if the characters are ahead of schedule. It should never be moved back (if the characters are not in time to

prevent the missiles from exploding, they have failed the mission). It may also be necessary to move the clues or encounters with NPCs if they characters are way off base. The course of events outlined in this section will probably not be followed exactly and will depend on the choices made by your players.

MISSION TIMETABLE

This section will detail the events relevant to the adventure that are outside the control of the Player Characters. You may wish to alter the timetable based on your knowledge of your players' styles. What the characters do during the mission may also force you to step up the timetable. The timetable is geared to the Friday when the characters arrive ("A" stands for arrival day).

Friday, August 31 (*A minus 14 days*): American officials confiscate a large shipment of marijuana. The source is unknown but the ship is registered out of Jamaica. Potter and Wong get gas from Joshua Miller and travel to Grand Island with supplies.

Saturday, September 1 (*A minus 13 days*): Potter and Wong return to Kingston Harbour for refill of boat.

Thursday, September 6 (*A minus 8 days*): The international repercussions of the smuggling force the C.I.A. to act. Felix Leiter is assigned to the smuggling case.

Friday, September 7 (*A minus 7 days*): As a professional courtesy, Leiter contacts Strangways, who receives permission from M.I.6 to assist in the marijuana case. Leiter informs Strangways he will be arriving in Jamaica within a week or so, and asks Strangways to nose around and see what can be picked up. Strangways begins investigating.

Saturday, September 8 (*A minus 6 days*): Strangways drops by Potter's plantation. He sees the memo about Anansi and grows suspicious; he takes the memo and gas receipts. Strangways goes to Kingston docks that night.

Sunday, September 9 (*A minus 5 days*): Strangways visits Dent, "discreetly" asking what he knows about the Anansi islands. Dent's suspicions are aroused but he gives Strangways the mythological background of the islands. Strangways leaves, more suspicious than ever.

Monday, September 10 (*A minus 4 days*): Dent meets with Wong and reports his suspicions about Strangways. Wong has Annabel Chung and Cassoleah Jones discreetly keep tabs on Strangways.

Tuesday, September 11 (*A minus 3 days*): Wong notifies Dr. No that Strangways will have to be disposed of. No decides to wait as a death might bring too much interest at this critical time. He orders Wong to keep the tail on Strangways and to bug his phone.

If he appears about to communicate his suspicions, he must, of course, be terminated.

Wednesday, September 12 (*A minus 2 days*): Strangways decides to investigate Grand Island and North Island, in that order. He leaves under cover of darkness for safety but his arrival at Grand Island is expected. He is captured, tortured, and put into the endurance course where he dies. Strangways dies without giving away his identity as an M.I.6 Station head. No is suspicious that he may be from some law enforcement agency and is watchful for any other "representatives" of Universal Import and Export.

Thursday, September 13 (*A minus 1 day*): Strangways fails to make his daily report back to London. At 9 P.M. London time, a call is put through to Pleydell-Smith about Strangways. Wong has had Pleydell-Smith's phones tapped for some time so she knows to expect someone.

Friday, September 14 (*Arrival Day*): The characters arrive in Jamaica. Wong assigns Jones to intercept the regular driver and take his place. As a precautionary measure, she sends Annabel Chung to photograph any suspects as they disembark. Potter and Dent know nothing of these plans.

Saturday and Sunday, September 15-16 (*A plus 1 and 2*): Dr. No's plan progresses as scheduled. The characters actions dictate the events of these days.

Monday, September 17 (*A plus 3*): Dr. No's plan is ready to be enacted.

PHYSICAL EVIDENCE

Described below are the ideal times when the sheets from the Mission Envelope should be handed to the players. The decisions the players make regarding their characters may force you to improvise as to how these props will reach the characters.

Map of Jamaica: This map shows the major features of the islands, but it does not include Potter's plantation or the exact locations of the Anansi islands. This sheet should be given to the characters as they are about to board the airplane at Heathrow Airport.

Map of Kingston: This map shows the major features of the city. This sheet should be given to the characters at the same time as the map of Jamaica.

Map of Grand Island: This map shows the major terrain of the island as though done as a survey map. No features are named though a terrain key is provided. This map is in the archives at King's House and should be given to the characters by Pleydell-Smith upon their request.

Map of North Island: This is a survey map similar to the Grand Island map. It should be given to the characters by Pleydell-Smith at the same time.

Strangways' Computer Screen: This sheet is a representation of what the characters will find on Strangways' backup disk for his personal computer. It

should be given to them if they get the computer booted up and running.

Gas Receipts and Potter's Memo: Contained on one sheet that should be cut apart, these are pieces of paper Strangways took from Potter's trashcan. They can be found either in the same box as Strangways' back-up disk or, if necessary, in the glove compartment of Strangways' car that has been left at Kingston Harbour.

The Anansi: This illustration shows the Dr. No's swamp buggy, disguised as the spider-god, Anansi. It should be handed to the characters the first time they see the creature.

Dr. No's Control Room: This illustration shows the control room as seen from the vent grille in the ceiling. It should be shown to the characters before they enter the control room to stop No's plans.

IMPORTANT GM INFORMATION

During the course of the adventure, the characters should find clues or talk to the NPCs to obtain leads to the Anansi islands. Many clues will be ambiguous as to which island should be investigated first. Some will lead to North Island. The important clues are those indicating the characters should go to Grand Island.

1. The important task for the characters is to stop Dr. No before he can successfully guide even one cruise missile to an unwanted destination. The American test is to occur shortly after dawn on the third morning after the characters arrive in Kingston. If they land, for example, on Friday afternoon, the cruise missile test will take place Monday morning.

In the event the characters get to Grand Island early, you may have to advance the time of the missile launch and, therefore, Dr. No's plan. Under no circumstances should the test be moved back. If the characters are not in time to stop Dr. No, their mission is a failure.

2. There is an island almost exactly identical to Grand Island, lying about 40 miles to the southeast. It is called North Island. Bobby Lemarre's group, posing as Rastafarians, has moved onto this island to grow marijuana; Lemarre works for a Mr. Big who lives in New York. This sub-plot exists to confound players whose memory of the movie is fairly recent and clear. These same players may ask for the location of Crab Key as soon as they disembark from their plane. They will be sorely disappointed because, as far as this adventure is concerned, that island does not exist. Nor will anyone in Kingston know who Honey Ryder is or where she lives.

3. Throughout the adventure, the characters will gather clues that lead them to the islands. The main source of information, telling the characters they must go to Grand Island, comes from Liat Lee Wong. There are ample opportunities for the characters'

suspicious to be raised over her, but you should be watchful lest the players fail their rolls or miss the significance of these opportunities.

4. If the characters select the wrong island for their investigations, they will waste much of their time. Lemarre's gang will try to eliminate any intruders. It may happen that the characters will not stop Dr. No's plans, resulting in a failed mission (see Part IV: A. Consequences).

If a group of characters is on the mission, there is a strong likelihood that they may split up to explore both islands. It is strongly recommended that you try to have the group stay together and explore one of the islands. Having a split group involves more paperwork on your part, and the group going to the wrong island may feel cheated of excitement. The group on the wrong island will probably realize fairly quickly what has happened, especially if the other group is captured by Dr. No. If they are caught up in combat with Lemarre's drug-smuggling group, they may be unable to join their compatriots in the final showdown with No.

There is also the problem of having several players sit idly by while you continue the adventure with the other players. If such is the case, you may wish to end the mission for that evening and pick it up later, running one group through their action and then the other group another time. The players then will not be aware of what is happening with the other characters. You can reunite the group of players when all their characters are on Grand Island.

5. The most important method for the characters to gain clues is through their role-play with the NPCs. Each NPC has listed points of information which can help the characters. Allied NPCs will openly reveal the information they know, but enemy NPCs will not reveal their information except through characters' interpersonal actions.

Enemy NPCs will have either 4 or 8 points of information. These points are listed in the order they should be revealed to the characters. The points of information they will reveal will depend on the method of interaction used by the characters.

If the initial Reaction roll is Friendly, an NPC with 8 information points will reveal the first point. If the Reaction is Enamored, an NPC with 8 information points will reveal the second point as well (an NPC with 4 points of information will reveal the first point only on an Enamored result). Any other Reaction will gain the characters no information.

If a character attempts to Persuade an NPC to reveal information, he will receive one information point for each "Y" result. If any Persuasion attempt results in an "N," the character will not reveal any more information to that character through Persuasion.

If a character attempts Seduction on an NPC, that NPC will reveal one point of information should the Seduction successfully reach the Beginning Intimacies stage and another point with a successful When and Where stage. Should the NPC at any stage of the Seduction attempt successfully resist, he or she will not reveal any more information through Seduction.

If the characters use Interrogation on an NPC, the number of information points they receive depends on the standard rules for Interrogation on pages 63-64 of the *James Bond 007* Game. Thus, if a Persuasion attempt indicates the NPC reveals 50% of the truth from the Skill Use Chart, he would give two points of information if he has four points and would give four pieces of information if he has eight points. A result of 75% means the NPC would reveal three or six information points, a result of 90% would have the NPC either hint towards his fourth point (if he has only four points) or reveal the seventh point (if he has eight points), and a result of 100% indicates the NPC will reveal everything he knows.

As a rule of thumb, the more damaging the point of information is to the NPC, the less willing the person will be willing to reveal it. Some of the NPCs have additional modifiers listed for certain forms of interaction to make it very difficult for the characters to employ that form of interaction successfully.

It may happen that some of the allied NPCs may fall into the hands of Dr. No, who would be willing to use Torture to find out what they know. In such a case, use the Interrogation/Torture Chart to have Dr. No learn the points of information that NPC has.

Part II: Non-Player Characters



The Non-Player Characters in the *Dr. No* Adventure Module differ in several ways from those found in the *James Bond 007* Basic Game and adventure modules. These changes will help you role-play the NPCs better by offering idiosyncrasies and defined modifiers to interpersonal interactions. They will also offer guidelines on what information NPCs will give the Player Characters through various forms of interaction.

Each NPC is given a weapon of preference. You may elect to give the NPC other weapons if you wish.

The idiosyncrasies listed for an NPC are brief notes about the character that will help you role-play him or her more effectively. For example, Liat Lee Wong has a "perpetual smile"; when you are role-playing this character, you would plaster a smile on your face while speaking her lines.

The interaction modifiers are applied to the Ease Factor of the NPC when the initial Reaction is deter-

mined, when the Player Characters attempt to use Persuasion, Seduction or Interrogation on the character, or when another NPC uses Torture on that character. The modifier listed is used in addition to other modifiers from the Basic Game, except for Reaction. *The Reaction modifier given is the only one to be used.* Some forms of interaction have an "0" by them, indicating that the Ease Factor for that attempt is determined normally.

Note: *These modifiers apply only when a Player Character is performing interaction rolls against the NPC, never the other way.*

If the players question a very low Ease Factor because of one of these modifiers, you should explain the difference by using some aspect of the NPC's personality ("She seems very friendly" or "He acts sullen and uncooperative" or something similar). You should not announce to them what the modifier actually is.

A. Enemies



DR. JULIUS NO

STR: 9 DEX: 3 WIL: 12 PER: 13 INT: 14

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Demolitions (10/24), Electronics (12/26), Evasion (10/16), Hand-to-Hand Combat (10/19), Interrogation (11/25), Science (15/29), Sixth Sense (10/23), Torture (8/21)

ABILITIES: Connoisseur, First Aid

HEIGHT: 6'3"	SPEED: 2
WEIGHT: 180 lbs	HAND-TO-HAND DAMAGE CLASS: D
AGE: 44	STAMINA: 30 hours
APPEARANCE: Good Looking	RUNNING/SWIMMING: 40 minutes
FAME POINTS: 56	CARRYING: 101-150 pounds
SURVIVAL POINTS: 7	WEAPON: None

FIELDS OF EXPERIENCE: Biology/Biochemistry, Botany, Chemistry, Computers, Economics/Business, Medicine/Physiology, Political Science, Space Sciences

WEAKNESSES: Sadism

IDIOSYNCRASIES: Has two mechanical hands; obsessed with power

INTERACTION MODIFIERS: Reaction (-6), Persuasion (-3), Seduction (-5), Interrogation (-3), Torture (0)

BACKGROUND: If the characters are captured by Dr. No, he will give them the story of his life (see Part III: I. Dr. No's Speech, for the details on his life). Being the megalomaniac that he is, he will assume the characters are little threat to him, and will openly reveal his plans (and one method of stopping his plans). The amount of trouble the characters have given him will determine how impressed he is with them and therefore how long he will go on talking.

As explained in his speech, No was recruited into TAROT by Isa Nakahara. The organization was well aware of No's genius and offered him his own research facilities in return for new ideas on weaponry, computers, medical research and other useful concepts. Liat Lee Wong was assigned to be his go-between, helping No set up his island fortress and also keeping an eye on the doctor.

Dr. No has a peculiar fascination with the human body and the limits of pain the body can withstand. He has created an endurance course (see Part III: J. The Endurance Course) to test any subjects who fall into his hands. No one has yet survived the course, and thus Dr. No is convinced no one ever will. He will have his workers observe his subjects at various points as they run the course to see just how far they get before expiring. Dr. No's megalomaniac self-assuredness is his greatest weakness.

Any female character attempting Seduction on No will find it almost impossible to draw his interest. His interest in the human body is hardly carnal. The characters will find it very difficult to change Dr. No's mind through any form of interpersonal skill. Indeed, there is a strong possibility that No will react indifferently to any friendly advances by the characters and harshly to any threats.

NOTE: Dr. No's hands have been replaced by a metal exoskeleton after his accident. The fingers are stiff and move slowly, and thus Dr. No has a low overall Dexterity. The metal hands give No a Hand-to-Hand Damage Class of D. Should Dr. No attempt a Kick, his Damage Class is reduced to C. Because of his metal hands, No is unable to use a pistol or rifle.

Dr. No will have the following points of information available for the characters, and in his speech will usually give the first three points freely:

1. He will give his life story.
2. He will reveal his plan to sabotage the cruise missile test.
3. He will reveal his plan of conquering Cuba.
4. He will reveal information about TAROT's organization and personnel only if severely pressed.



LIAT LEE WONG

STR: 7 **DEX:** 10 **WIL:** 13 **PER:** 8 **INT:** 8

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (3/12), Charisma (6/19), Diving (3/11), Driving (2/11), Evasion (7/15), Fire Combat (2/11), Hand-to-Hand Combat (5/12), Interrogation (5/13), Torture (3/13)

ABILITIES: Photography

HEIGHT: 5'3"

SPEED: 2

WEIGHT: 108 lbs

HAND-TO-HAND DAMAGE CLASS: A

AGE: 26

STAMINA: 30 hours

APPEARANCE: Attractive

RUNNING/SWIMMING: 40 minutes

FAME POINTS: 10

CARRYING: 101-150 pounds

SURVIVAL POINTS: 5

WEAPON: Ruger Blackhawk

FIELDS OF EXPERIENCE: Computers, Economics/Business, Forensics, International Law

WEAKNESSES: Attraction to Members of the Opposite Sex

IDIOSYNCRASIES: Perpetual smile

INTERACTION MODIFIERS: Reaction (-6), Persuasion (0), Seduction (0), Interrogation (-1), Torture (0)

BACKGROUND: Liat Lee Wong is an agent of TAROT, working for Dr. Isa Nakahara (leader of the Research and Development branch of TAROT). She was born and raised in Hong Kong. Her father was a moderately successful textile importer. He had hoped to marry his daughter to an elderly associate, thereby strengthening his position in the business world. His daughter objected to the match and stole away from her home before the marriage contract was signed.

Wong found life difficult on her own, for most employers frowned on her desertion of her family. She finally found employment in one of the branch offices of Tetsuro Osato's shipping firms and soon proved her natural abilities with computers. She was transferred to Singapore to attend special computer courses; the school was run by TAROT and was used to find potential employees for the organization. Wong's bitterness towards her family and the Hong Kong business community made her ready to accept an offer, and she has since become a devoted operative for TAROT.

When TAROT offered Dr. No his research facilities, Nakahara ordered Wong to Jamaica to help him set up his island fortress. Wong was impressed with the forcefulness of Dr. No's personality and willingly worked in whatever capacity he desired. She was placed in charge of his operations on the mainland. There is a substantial Chinese and half-Chinese population in Jamaica (arising from their import as indentured servants during the last century), and Wong was able to draw from this group in setting up Dr. No's island fortress. These workers were brainwashed by No into becoming his faithful servants.

Wong helped No set up the kidnapping of Colonel Potter's daughters, Mary and Rose, and once Potter was recruited into No's network, she moved to his sugar plantation as supervisor. The location of the plantation on the southeast shore is a little inconvenient for shipping equipment to Dr. No, but she chose Potter because he could be easily controlled.

Although it is distasteful to her, she plays the part of a humble, shy house servant whenever guests are at the plantation. She smiles a great deal and serves up refreshments. Beneath this facade, however, is the rampant egomania so typical in high-ranking villains.

Wong will not be shy about Interrogating or Torturing the characters to see if they know something about Dr. No. She knows about Strangways' connection with Universal Export and will have Annabel Chung and Cassoleah Jones waiting at the airport to check out all British passengers. She is also willing to have the characters killed if necessary.

If the characters are not caught by Wong, they may decide to investigate her, assuming they have found Strangways' disk (see Part III: C. Strangways' House). Wong can be seduced into revealing much of her knowledge. During a Seduction she should receive a +3 on her Willpower roll if the players state their characters are asking about Dr. No. If she makes this roll, she may let the Seduction continue, all the while faking her compliance. If the Seduction is, in your opinion, very impressive (for example, all Quality Results are 1 or 2), it is even possible she will decide to join the characters in their fight against No.

Because she has not been brainwashed, Wong will not be as willing as Chung or Jones to commit suicide. She must succeed at an Ease Factor 2 WIL roll to force herself to down the cyanide she keeps in a hollow tooth. If she fails the roll, she will decide to live and may then be interrogated normally.

Wong has the following points of information she can reveal to the characters:

1. She has known Potter for four years. She was hired because of her skills and her ability to communicate with the Chinese workers on the plantation.
2. Colonel Potter is not really happy that she works at the plantation. She had to convince Potter that his failing plantation needed a business expert like herself.
3. She is in charge of Colonel Potter's plantation. She runs it as a business, recruits workers, and oversees production and sales.
4. Colonel Potter follows her orders because he has no other choice as do Professor Dent, Annabel Chung and Cassoleah Jones.

She helped kidnap Potter's twin daughters and ve them brainwashed. They now have no memory of their past. The daughters are now working for . No on Grand Island.

6. She provides Dr. No with most of the equipment and workers he needs. Colonel Potter is useful for obtaining hard-to-get materials through his connections at King's House. Potter's well-known boating hobby is used as a cover for moving the equipment to Grand Island. Potter will continue to be faithful to Wong as long as his daughters are in No's hands.

7. Dr. No is planning something for very early Monday morning. She does not know the specifics of the plan (you may have to alter this date to fit the timetable for the adventure).

8. She is an agent of TAROT. Dr. No also works for TAROT, but she does not know what research he is engaged in.



PROFESSOR JONATHAN DENT

STR: 7 DEX: 10 WIL: 8 PER: 7 INT: 11

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (4/12), Driving (5/13), Electronics (8/19), Evasion (4/12), Fire Combat (2/10), Gambling (5/12), Hand-to-Hand Combat (2/9), Science (10/21), Stealth (2/10)

HEIGHT: 6'3"

SPEED: 2

WEIGHT: 185 lbs

HAND-TO-HAND DAMAGE CLASS: A

AGE: 46

STAMINA: 28 hours

APPEARANCE: Normal

RUNNING/SWIMMING: 25 minutes

FAME POINTS: 10

CARRYING: 101-150 pounds

SURVIVAL POINTS: 0

WEAPON: Smith & Wesson .38

FIELDS OF EXPERIENCE: Computers, Space Sciences

WEAKNESSES: Greed

IDIOSYNCRASIES: Aloof and nervous

INTERACTION MODIFIERS: Reaction (-3), Persuasion (0), Seduction (-1), Interrogation (0), Torture (+1)

BACKGROUND: Professor Dent works in the Computing and Informational Science Department at the University College of the West Indies in Kingston. He has developed a respectable reputation in his field and is best known for his work on computers in modern weaponry.

Dent was originally born in Jamaica, the only son of a wealthy plantation owner. His aptitude for math impressed his father, who sent him to Oxford for his university training. During the independence movement in the 1960's, Dent's parents decided Jamaica was too dangerous. They sold their plantation and moved to England to be with their son. Dent had become a computer wizard at Oxford and seemed likely to stay there to teach. A bitter disagreement with one of the deans made Dent swear he would leave the country. When a research job was offered him by

the University of the West Indies, he accepted and returned to a life that suited him perfectly.

Through his university connections Dent came to know most of the important members of the British High Commission. He arranged his course load so that he could spend afternoons at King's House, playing bridge every day with his partner Colonel Potter against High Commissioner Pleydell-Smith and John Strangways. The death of Strangways has broken a foursome that went back three years.

Dent has been working for Dr. No ever since the time Liat Lee Wong paid off his gambling debt, which allowed him to remain ambulatory. Since that time he has been useful for his technical knowledge and as a courier. He gets his orders from Wong, going to Potter's plantation every Wednesday evening to meet her. He suspects that Wong is working for someone else but does not know Dr. No exists. He knows that Potter, Chung, and Jones are also in her employ (or power).

Dent dealt with Strangways simply as a social acquaintance and bridge opponent. He would occasionally be called by Strangways when the Station head's personal computer broke down, and thus knew that Strangways kept all his personal files on disks. When he was questioned by Strangways about the Anansi islands, he grew suspicious and informed Wong. After Strangways' death, Dent was ordered to check the files in the personal computer and to remove any incriminating evidence in them, plus the bugs that Wong had placed in Strangways' house. Dent managed to erase Strangways' primary disks, but he did not find the backup files or Potter's gas receipts and calendar page that Strangways kept in his night table drawer.

Dent will become very nervous if questioned by the characters, and will try to avoid trouble at all costs. If cornered he will fight, but he is not very good at it. Dent trembles every time he meets Wong, even when she is in her humble servant mode.

Dent will be suspicious of anyone approaching him. His Reaction modifier of -3 reflects his usually reserved manner, but it allows room for the man's habitual indecision. A charismatic character might be able to convince Dent that the professor needs the characters' help.

Professor Dent has the following points of information to give the characters:

1. He was Strangways' bridge partner, though he will insist he never liked the man or trusted him.
2. He will explain that he is a professor of computerology and that he has a keen interest in its applications in military hardware. He has, on occasion, been called by Strangways to fix his computer.
3. He will say that Strangways had a boat and frequently went off at night. Strangways always said he liked the beauty and peace of the ocean at night. The last anyone saw of Strangways, he was headed around the eastern end of the island.

4. He will reveal that he has been coerced into working for Wong, running errands and doing some technical design. Wong also controls Potter, Annabel Chung, and Cassoleah Jones.



COLONEL PERCIVAL POTTER

STR:5 DEX:6 WIL:7 PER:9 INT:8

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (4/11), Charisma (2/9), Cryptography (3/11), Driving (2/9), Local Customs (6/15), Riding (10/18), Science (1/9)

HEIGHT: 5'7"

WEIGHT: 235 lbs

AGE: 74

APPEARANCE: Good Looking

FAME POINTS: 8

SURVIVAL POINTS: 0

SPEED: 1

HAND-TO-HAND DAMAGE CLASS: A

STAMINA: 28 hours

RUNNING/SWIMMING: 25 minutes

CARRYING: 60-100 pounds

WEAPON: None

FIELDS OF EXPERIENCE: Board Games, Military Science, Toxicology

WEAKNESSES: Close Personal Tie

IDIOSYNCRASIES: Limps (walks with cane); wheezes

INTERACTION MODIFIERS: Reaction (-2), Persuasion (0), Seduction (0), Interrogation (+1), Torture (+4)

BACKGROUND: Colonel Potter is a retired military officer whose career has taken him around the world. In 1962, while stationed in Singapore, he met and married a young Chinese girl. She later gave birth to identical twins, Mary and Rose, but died during the process. Potter was very much attached to his daughters, and took them with him to Jamaica when he was posted there in 1968. He retired in 1970 and bought a sugar plantation on the southeast part of the island.

The colonel is well known around King's House and spends much of his time there, playing chess, go, bridge, or just about any other game he can find a partner for. He was part of the daily bridge foursome that included Strangways, Dent and Pleydell-Smith. He continually asks Pleydell-Smith about newcomers to the islands and is often found rooting among files as he drifts through King's House. He projects the image of a nosy grandfather who is always dipping into everyone's interests.

Potter's appearance is deceiving. He is working as an operative for Dr. No, though he loathes his job. When Dr. No established himself on Grand Island, he had Wong kidnap the first workers and then he brainwashed them to keep them loyal. Realizing that he needed someone to keep tabs on the High Commission, Dr. No had Potter's twin daughters kidnapped. Before Potter could sound the alarm, he had a visit from Liat Wong who told him that his daugh-

ters were in No's possession and that they would be killed if he did not cooperate with No and her. The plan was to install Wong as supervisor of the plantation, where supplies could be shipped to Grand Island with a minimum of suspicion. In return, Dr. No would let the girls live. Potter reluctantly agreed and told his friends that the girls had returned to Singapore to study.

Potter walks with a limp (left leg) and uses a cane. He smokes a pipe at all times, stopping only to wheeze every so often. His harmless appearance may fool the characters, but should he be examined by them, he will be willing to reveal a good deal of information. A thorough character will save a lot of trouble by talking to this seemingly innocent man.

Potter has the following points of information for the characters:

1. He is a retired military man. He used to play bridge every afternoon, with Dent as his partner against Strangways and Pleydell-Smith.
2. Liat Lee Wong is his plantation manager. She is an excellent manager, much better than he. The plantation was doing poorly before she arrived.
3. He does not know what happened to Strangways. The man just disappeared.
4. He was married to a woman from Singapore. She died giving birth to his beloved daughters. (He will offer to show them a picture of his daughters taken two years ago.)
5. His daughters, Mary and Rose, have returned to Singapore to study. (If this information is revealed, have the characters perform an Ease Factor 6 PER roll; success means they realize Potter is lying.)
6. His daughters were actually taken away by Liat Lee Wong. So long as he obeys her they will remain alive and well.
7. He has been forced to collect supplies and government information for Wong.
8. Wong occasionally mentions a Dr. No, whom she works for. He is apparently on Grand Island.

NOTE: Remember when role-playing Potter that you are dealing with an unstable personality. He is terrified for his own life and especially for his daughters. If he talks about them and reveals what he knows, he will become more frantic as he talks to the characters. Pity for the old man may spur the characters to save Rose and Mary.



ANNABEL CHUNG

STR: 7 **DEX:** 11 **WIL:** 14 **PER:** 10 **INT:** 8

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Charisma (3/17), Driving (4/14), Evasion (6/15)

ABILITIES: Photography

HEIGHT: 5'5"

SPEED: 2

WEIGHT: 110 lbs

HAND-TO-HAND DAMAGE CLASS: A

AGE: 23

STAMINA: 32 hours

APPEARANCE: Striking

RUNNING/SWIMMING: 45 minutes

FAME POINTS: 0

CARRYING: 101-150 pounds

SURVIVAL POINTS: 0

WEAPON: Luger Parabellum

FIELDS OF EXPERIENCE: None

WEAKNESSES: None

IDIOSYNCRASIES: Very stubborn

INTERACTION MODIFIERS: Reaction (-5), Persuasion (-2), Seduction (-3), Interrogation (-4), Torture (-3)

BACKGROUND: The youngest daughter of a textile merchant in Kingston, Annabel showed a gift for visual arts at an early age. She developed a passion for photography and began to work freelance for the *Daily Gleaner*, a Kingston newspaper. Once Dr. No began setting up his network in Jamaica, he needed a contact with the newspaper. Thus, he had Chung kidnapped and brought to his island for brainwashing (she does not remember what happened). Chung's natural dislike for the British, resulting from numerous racial slurs from some of the newspaper workers, made her more than willing to work for Wong.

Her primary task is to photograph any persons who might pose a threat to Wong's operation. She frequently hangs around the airport and snaps her photos of people as they collect their bags at customs. Once she has her pictures, she will disappear through the airport. Since she has a thorough knowledge of the airport, she will usually be able to escape without problem.

Like a bad penny, she will continue to pop up and take photos of the characters. In the event that she is captured, she will explain that she is only doing her job for the newspaper. If pressed further, she will try to escape.

Chung is one of Wong's best people. The photographs are useful for identifying victims Dr. No thinks should be removed.

She is a very determined young woman and quite stubborn. She will respond much better to Persuasion than to the threat of Interrogation. If she is forced to reveal more than 50% of what she knows, she will attempt to commit suicide by swallowing a cyanide capsule which she always carries. Any Se-

duction attempt will be difficult, and she will never try to seduce one of the characters. Her first negative reaction to such an attempt will be a slap across the face followed by a well-directed spit in the face. She will not react any differently to a female character, nor will a character's rank impress her.

and like a bantam rooster. Wong, realizing discipline would be a problem with such a man, for Jones to be kidnapped and taken to the island stronghold, where he was subjected to the Doctor's most shattering tortures. He strutted around Wong again. The taste of Dr. No's hospitality (he does not taste as Dr. No) was enough to ensure his lasting

loyalty. He would rather die than face the wrath of his unseen torturer. He always carries a pack of cigarettes, with one cigarette containing a cyanide capsule. When questioned, he will appear to cooperate and ask to smoke. He will take out the cigarette, break it in half and swallow the cyanide. Should this

STR: 3	DEX: 7	WIL: 13	PER: 4	INT: 6
SKILLS: None				
ABILITIES: First Aid				
<hr/>				
HEIGHT: 5'2"	SPEED: 1			
WEIGHT: 101 lbs	HAND-TO-HAND DAMAGE CLASS: A			
AGE: 20	STAMINA: 30 hours			
APPEARANCE: Striking	RUNNING/SWIMMING: 40 minutes			
FAME POINTS: 0	CARRYING: 60-100 pounds			
SURVIVAL POINTS: 0	WEAPON: None			

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FIELDS OF EXPERIENCE: None

WEAKNESSES: None

IDIOSYNCRASIES: Act normal in the strangest setting

INTERACTION MODIFIERS: Reaction (-4), Persuasion (-3), Seduction (-5), Interrogation (-4), Torture (0)

BACKGROUND: Mary and Rose are the kidnapped daughters of Colonel Potter (see his background for information). They have been brainwashed by Dr. No so thoroughly they have no memory of their father or of their life in Jamaica. As far as they are concerned, they have always been on Grand Island with the wonderfully kind Dr. No.

Sisters Mary and Rose (as Dr. No has called them) act as "receptionists" for any visitors captured on the island. They are dressed in nurses' uniforms and will be unbelievably pleasant, referring to visitors as "patients" and "guests." They act much like robots, but without any inhuman inflexibility. They are easily recognizable by anyone who has seen Potter's photograph of them.

They also perform as nurses to the rest of Dr. No's staff. They think the fortress is a hospital and know nothing else about the island other than their own limited area within the fortress. They show great regard for the few "patients" in their care — the rare outsiders and any injured workers.

Their brainwashing is so complete they will not respond to any "slap across the face" or "violent explosion" regarding their backgrounds. Only prolonged psychological treatment will help the Sisters out of their current state.

The Sisters will have the following information for the characters:

1. They have always lived on Grand Island with the "wonderful" Dr. No.
2. They treat any injured workers on the island. Dr. No trained them to be nurses.
3. Their last "patient" was a John Strangways.
4. Though they occasionally see the same worker more than once and Liat Wong twice a week, they have never seen the occasional visitor come back.

NOTE: The Sisters characteristics are almost identical because they are identical twins. Their Willpower values are also very high because of the thorough brainwashing administered to them by Dr. No

BOBBY LEMARRE

STR: 6 **DEX:** 7 **WIL:** 11 **PER:** 7 **INT:** 7

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (3/10), Charisma (5/16), Diving (5/11), Evasion (5/11), Fire Combat (3/10), Hand-to-Hand Combat (3/9), Lockpicking and Safecracking (2/9), Stealth (3/14)

HEIGHT: 6'0"

WEIGHT: 195 lbs

AGE: 29

SPEED: 1

HAND-TO-HAND DAMAGE CLASS: A

STAMINA: 30 hours

APPEARANCE: Normal

FAME POINTS: 0

SURVIVAL POINTS: 1

RUNNING/SWIMMING: 40 minutes

CARRYING: 101-150 pounds

WEAPON: Luger Parabellum



FIELDS OF EXPERIENCE: Toxicology

WEAKNESSES: Attraction to Members of the Opposite Sex; Dependence on Drugs; Superstition

IDIOSYNCRASIES: When angry, lapses into pidgin English

INTERACTION MODIFIERS: Reaction (-2), Persuasion (0), Seduction (-3), Interrogation (+1), Torture (+5)

BACKGROUND: Bobby Lemarre was born Robert Jones, and took the French name because he thought it sounded better. He struck out on his own quite early and quickly became head of a street gang. By adopting the Rastafarian look for his group, he was able to divert much official suspicion from his drug-smuggling activities to the religious sect. He does not have a criminal record.

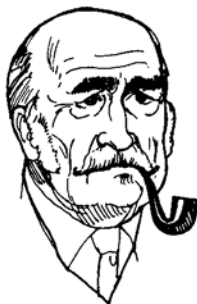
Word of his success reached New York, and two years ago Bobby was contacted by a Mr. Big. A cooperative venture was suggested whereby Bobby and his group would raise marijuana on one of the northern islands under dispute between Jamaica and Cuba. The harvested crops would be delivered to Mr. Big's men for shipment to the United States. Since this suggestion was accompanied by a check for \$10,000, Bobby decided to give it a try. He selected North Island because of its fearsome reputation and grew his crops. The partnership has been quite successful, even though Bobby has never met Mr. Big in person. Lemarre has 20 workers helping him. (Should this group be found by the characters on North Island, you can create their characteristics and skills by using the Civilians Table on page 105 of the Basic Game book; the gang members are Hood rank.)

Dr. No is aware of Lemarre's presence on North Island and has so far done nothing against the group. He is saving Lemarre as a scapegoat should the authorities become suspicious of any activities north of Jamaica. Lemarre knows nothing about Dr. No or his organization.

The characters should meet Lemarre only if they go to North Island. Bobby never goes to Jamaica. If the group is discovered, they will do their best to capture or kill the characters.

Bobby has no information about Dr. No available for the characters.

B. Allies



HIGH COMMISSIONER PLEYDELL-SMITH

STR:5 DEX:7 WIL:9 PER:8 INT:9

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Charisma (3/12), Driving (7/14), Evasion (5/11),
Gambling (6/14)

HEIGHT: 5'8"	SPEED: 1
WEIGHT: 212 lbs	HAND-TO-HAND DAMAGE CLASS: A
AGE: 63	STAMINA: 28 hours
APPEARANCE: Normal	RUNNING/SWIMMING: 25 minutes
FAME POINTS: 60	CARRYING: 60-100 pounds
HERO POINTS: 0	WEAPON: None

FIELDS OF EXPERIENCE: Cricket, Economics/Business,
International Law, Law, Tennis

WEAKNESSES: None

IDIOSYNCRASIES: Nervous; talkative but mumbles

INTERACTION MODIFIERS: None

BACKGROUND: Jeremy H. Pleydell-Smith has been the British High Commissioner in Jamaica ever since the island gained independence in 1962. His choice was natural since he had been Colonial Secretary before then and had, in fact, lived on Jamaica since he was fifteen. He knows the island well, and is content to live here until he dies.

Because of his position at the time of independence, Pleydell-Smith has been involved in ensuring that independence goes smoothly. As a result, he has a high level of unwritten authority in Jamaican politics and is frequently (and unofficially) called upon by the island government to help in certain — particularly foreign — matters. He is probably the single most authoritative person about Jamaica's position in international affairs.

His knowledge of the island's regional problems is almost as extensive. He is well aware of the crime problems in Kingston, including the sometimes violent actions of the Rastafarian sect. He is not aware of Bobby Lemarre's activities on North Island or of Dr. No's operations on Grand Island, although he knows where both islands are. He knows the layout of Potter's plantation intimately, since he used to go there frequently...at least until Potter started acting so strange and surly of late. He also knows Potter's daughters, Mary and Rose, left suddenly one night, but he assumes they are back in Singapore as Potter has stated. He assumes the absence of his daughters has made Potter unhappy.

Pleydell-Smith is an excellent source of information about where the characters should go and whom

they should meet. He will take them — or give them directions if he is busy — to Strangway's house, and will allow them the freedom to explore it and the surroundings. He will allow them free run of King's House and will arrange for them to use King's House to meet anyone they choose. He will introduce them to Professor Dent and Colonel Potter, the remaining members of the bridge foursome. He will also provide them with maps, photographs, files or whatever else he has that can help them. Unfortunately, he has nothing on Dr. No in his files, but he does have maps of Grand and North islands available in the archives. If the characters ask for these maps, give them the two survey maps from the Mission Envelope.

Pleydell-Smith will be the contact for the characters arranged by M. He is always happy to meet someone from "home." He considers it an excellent chance to wax nostalgically over his youth and to compare "his" Kingston with London, favorably of course. In this case, he suspects the characters are more than just field representatives from Universal Import and Export but has no idea they are from M.I.6. So there may be a few sly winks and nudges when the characters ask questions. This is the most excitement he has had in years.

During their first meeting, he will offer the characters all the help he can, and he will continue to be helpful so long as the characters do not cause a commotion or threaten Anglo-Jamaican relationships. He will warn the characters that he will tolerate no nonsense. One breach of etiquette would be the characters shooting a Jamaican citizen.

The High Commissioner's Reaction to people from England will always be Friendly. Only if the characters cause problems or create major tensions will his attitude cool toward them. If this happens, he will deny them the free run of King's House.

Precisely what Pleydell-Smith knows is up to you, within the following guidelines. Like Quarrel (see below), he can be either a flood of information or merely a sociable host. He should be used as a balancer, depending on how well the characters are doing in the mission.

The following points of information are available to the characters. Note that the characters do not have to use Persuasion, Interrogation, or Seduction on Pleydell-Smith to obtain this information. It is a good idea, however, to let the characters draw out this information through role-play, rather than having Pleydell-Smith just blurt it out.

1. The bridge foursome consisted of Pleydell-Smith and Strangways, playing against Colonel Percival Potter and Professor Jonathan Dent. They met every afternoon at 1:00 P.M. and Strangways left precisely at 1:40 each day, arranging for the others to have a drink until he returned an hour later.

2. Strangways did not show up for bridge the day he was reported missing. Pleydell-Smith decided to check on him and went to Strangways' house. Even

though it was completely empty, it did not look as if Strangways was prepared to leave it permanently. There were dirty dishes in the dishwasher, and the filing cabinet was not locked. Strangways had recently taken up boating as a hobby. He kept his boat at Quarrel's dock in Kingston Harbour.

3. Colonel Potter owns a sugar plantation on the north coast. Two years ago, his daughters, Mary and Rose, left for Singapore (their mother's birthplace), and Potter has not been the same since. He acts a bit nervous and is not as chipper as he once was. Furthermore, he entrusted the business end of his plantation to a Miss Wong. She seems to be doing well, however, for the plantation's profits have picked up. She's a rather stand-offish person.

4. Professor Dent is a computer researcher at the University of the West Indies. He has gained quite a name for himself for his work on modern weaponry. Though an excellent bridge player, he usually seems distracted and does not always follow a conversation.

5. There have been considerable problems with gangs of late and especially among the Rastafarians. Their ritualistic use of marijuana has caused concern among top officials. There is a rumor that some of them are growing marijuana for export on one of the islands northeast of the mainland. There has not been enough time to check out these reports.

6. Many of the islands off the north coast have not been studied or visited for years. There is an ownership debate going on between Cuba and Jamaica. Also, the problems on the mainland have kept the authorities too occupied for the last 20 years to worry about some obscure, unwanted islands. These islands are scattered all over the place.

7. There is a local superstition about some creature, called Anansi. It is a spider-god of some sort who rules over some of these islands to the north. There are supposed to be poisonous spiders on at least two islands — Grand and North islands. The authorities have not checked into this story. The legend seems to stem from the disappearance of a couple local fishermen somewhere in this area. The natives refuse to go near the northern islands.

8. Playdell-Smith has never heard of Dr. No.



QUARREL

STR:11 DEX:6 WIL:7 PER:9 INT:7

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (10/17), Diving (9/17), Driving (3/10), Evasion (4/12), Fire Combat (7/14), Hand-to-Hand Combat (6/17), Sixth Sense (3/11), Stealth (5/12)

ABILITIES: First Aid

HEIGHT: 6'0"	SPEED: 1
WEIGHT: 225 lbs	HAND-TO-HAND DAMAGE CLASS: B
AGE: 38	STAMINA: 28 hours
APPEARANCE: Normal	RUNNING/SWIMMING: 25 minutes
FAME POINTS: 34	CARRYING: 151-210 pounds
HERO POINTS: 3	WEAPON: None

FIELDS OF EXPERIENCE: None

WEAKNESSES: Superstition

IDIOSYNCRASIES: Mumbles when nervous; adopts an almost evil smile when excited

INTERACTION MODIFIERS: Reaction (+2), Persuasion (-1), Seduction (0), Interrogation (-2), Torture (-1)

BACKGROUND: Quarrel's background is given in the *James Bond 007* Basic Game. He has been working with the C.I.A. (and M.I.6 on occasion) for the past five years. He is currently working with Felix Leiter on the drug-smuggling ring that Strangways was assigned to investigate.

Quarrel can enter the adventure in one of three ways. The characters may meet him as the result of a roll on the Encounter Tables. Playdell-Smith may lead them to him. Otherwise, they may find him by going down to the docks and asking questions.

Note: Quarrel will learn of the drug ring's existence on North Island after the adventure begins. He will learn of it from his contacts at the dock by Saturday night (they are the same informants who spoke to Strangways). This information will convince Felix Leiter to head straight for North Island on Sunday, unless he is required to go with the characters to Grand Island because of their ranks (see Part IV: B. Altering the Adventure). The characters, however, should have enough doubts by this time to still want to go to Grand Island, no matter what Leiter does.

Once he knows who the characters are (and vice versa), Quarrel will be Friendly to them. Until then, his initial Reaction will depend on the Reaction rules. Should he or Leiter be threatened by a character, he will fight.

As a source of information, Quarrel is primarily useful in his knowledge of local superstition and legend. He knows why the northern islands are so feared and, though he will deny his own fear, will act rather nervously in talking about them. His nervousness should be a clue to the characters that these islands should be checked out.

It is as an assistant, though, that Quarrel can be of most use. He will gladly drive the characters around Jamaica; his knowledge of the island is quite complete. Since he knows the waters of the surrounding Caribbean intimately, he will chauffeur the characters around in his fishing boat...as long as they do not ask him to take them to North or Grand Island. He will shake his head at such a request and say that no one goes there unless they have to. He can, however, be Persuaded, according to the Persuasion rules. The -1 Ease Factor modifier reflects his aversion to the islands. Since Quarrel is dedicated to

helping international intelligence operations, he can be persuaded to go, but he will definitely state his objections frequently and loudly.

The Attributes to Quarrel's fishing boat are:

PM	RED	CRUS	MAX	RGE	FCE	STR
0	6	20	45	500	4	18

Quarrel will have the following points of information available for the characters. Once he is working with the characters, he will tell them anything they wish to know, though they should take the initiative in asking questions.

1. Strangways owned a Cobalt CM-9 with extra fuel tanks, and in the last few weeks took the boat for a number of trips — sometimes at night, which was dangerous. He always headed north and used a lot of gas. He never asked Quarrel to accompany him on these trips. Quarrel warned him to stay away from the Anansi islands. Strangways' boat has not been found.

2. He has helped Felix Leiter break up drug-running rings over the past several years. Most of the evidence pointed to the Rastafarians in one way or another. There is some suspicion that organized crime is involved in these operations.

3. Some fishermen he knew disappeared a few years before. They said they were going up to the northern islands. Their disappearance may be connected with the rumor of a drug-smuggling group working in that area. The natives think they were killed by the giant spider, Anansi.

4. Potter's plantation was doing just fine before Miss Wong arrived. There seemed no reason to hire her. Professor Dent is the only one who goes to the plantation regularly.

5. There have been disappearances among the Chinese and half-Chinese population on the island. Everyone thinks the Rastafarians are behind the disappearances. However, some of the missing Chinese have returned, but they will not talk to authorities. They have been acting suspiciously, taking pictures and following people around.

6. Quarrel has never heard of Dr. No.

NOTE: Quarrel will help you balance play. Guidelines for what Quarrel will do with the characters in the adventure are given in Part IV: B. Altering the Adventure. If you find the characters are progressing smoothly, restrict his actions to lending them a boat but refusing to boat to Grand or North Island. Otherwise, he can make helpful suggestions and become more involved if the characters are getting nowhere. He can be a very helpful NPC.



HONEYCHILE RYDER

STR: 6 **DEX:** 7 **WIL:** 5 **PER:** 7 **INT:** 7

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (5/12), Charisma (6/11), Diving (6/12), Evasion (2/8), Hand-to-Hand Combat (4/10), Riding (8/14)

ABILITIES: First Aid

HEIGHT: 5'8"

WEIGHT: 126 lbs

AGE: 21

APPEARANCE: Striking

FAME POINTS: 0

HERO POINTS: 2

SPEED: 1

HAND-TO-HAND DAMAGE CLASS: A

STAMINA: 24 hours

RUNNING/SWIMMING: 10 minutes

CARRYING: 101-150 pounds

WEAPON: Knife

FIELDS OF EXPERIENCE: Biology/Biochemistry, Rare Collectibles (shells)

WEAKNESSES: None

IDIOSYNCRASIES: Very independent, aloof, and distrustful; almost fearless

INTERACTION MODIFIERS: Reaction (-2), Persuasion (0), Seduction (0), Interrogation (+2), Torture (+4)

BACKGROUND: Ryder's background can be found in the Basic Book. She will meet the characters once they reach Grand Island, her own private hunting ground for valuable shells. If the characters do not meet her through one of the Grand Island encounter tables, they will ultimately meet her in Dr. No's fortress at whatever point is convenient for you.

If she meets the characters on the shore of Grand Island, she will be returning from a dive, wearing a diving mask, bikini, and broad leather belt with her knife in it. Her appearance will be reminiscent of Botticelli's Venus arising from the waves, for she is indeed a lovely woman. She has long, sun-bleached blond hair that falls to her shoulders, an even, honey-brown tan all over, and a strong, muscular body. Any character with an Attraction to Members of the Opposite Sex will immediately feel his heart palpitating madly (you may wish to role-play the interaction between a character and Ryder).

Ryder reached Grand Island in her small lateen-rigged sailboat early on Saturday morning (September 15) and has spent her time collecting shells in various locations. Her boat has been hidden under some brush near the shore. She is aware there is something happening on the island, but she has never before been bothered by Dr. No's guards or boat patrol.

The Attributes to Ryder's sailboat are:

PM	RED	CRUS	MAX	RGE	FCE	STR
0	5	10	15	na	1	3

Her initial Reaction to the characters will be Antagonistic, and she will be unwilling to talk about herself. Should the characters treat her with kindness, she will begin to soften her attitude and explain that she comes to the island to gather shells to sell to collectors in Jamaica. If the characters promise not to steal her shells or tell anyone where she gets them, they will find her Reaction change to Friendly or even Enamored. Should this change occur, re-roll for her Reaction with a +4 modifier. Ryder will treat female characters exactly as she treats males, albeit with a little more trust.

Ryder is resourceful and can be extremely useful to the characters. She knows her way around the coastline of Grand Island and can help them hide from Dr. No's pursuers. Furthermore, she knows that Lemarre's gang inhabits North Island and she suspects they are involved in illegal activities.

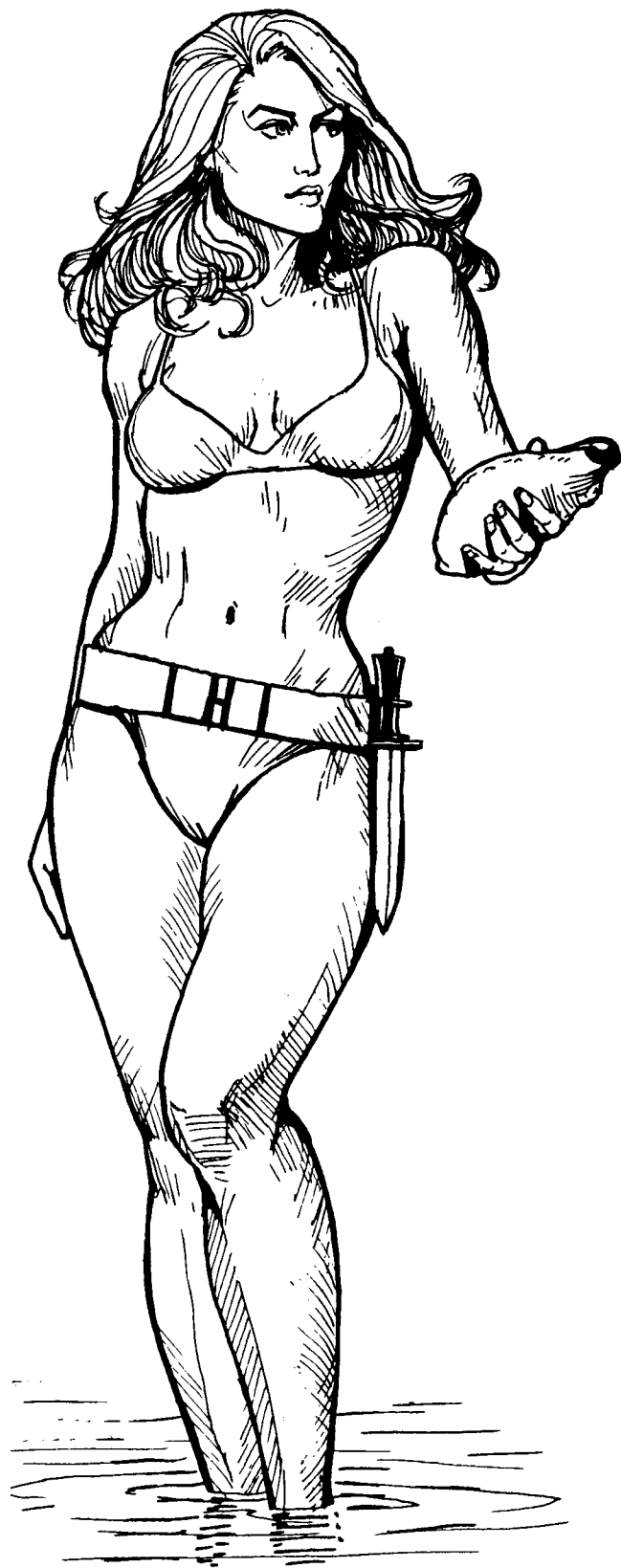
If Ryder is with any character boating around the island or traversing it by foot, her presence adds a +2 Ease Factor modifier to any Stealth attempt. Her thorough knowledge of the coastal waters gives a +1 modifier to an accompanying character's Boating skill.

Ryder can also help the characters avoid meeting poisonous spiders on the island. If she is with the characters when they encounter a poisonous spider (from the Grand Island Encounter Table in Part III: G. Grand Island), she can expend a Hero Point at the player's decision and change the result to a "No Encounter." In effect, she knows where such creatures normally hide and can steer the characters away from them.

If Ryder is with the characters during Dr. No's speech (see Part III: I. Dr. No's Speech), she will be taken away by the guards to suffer her fate. The characters should not know what happens to her until they meet her again.

Ryder has the following points of information for the characters. Until her Reaction changes to Friendly, she will voluntarily tell them the first two points only.

1. She comes to Grand Island to collect shells to sell in Jamaica.
2. She will tell her life story.
3. North Island has a group of people on it who look like Rastafarians. She thinks they are involved in illegal activities. They come and go at night by boat.
4. There are no buildings on Grand Island, but there is an entrance among the rocks on the west shore of the island.
5. A giant spider rules Grand Island. Her nanny called it Anansi. She believes the story because she saw it at a distance.





FELIX LEITER

STR: 8 DEX: 9 WIL: 10 PER: 11 INT: 10

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Charisma (10/20), Cryptography (6/16), Driving (12/22), Electronics (10/20), Evasion (10/18), Fire Combat (10/20), Gambling (6/17), Hand-to-Hand Combat (9/17), Interrogation (8/18), Local Customs (9/20), Piloting (10/20), Science (9/19), Sixth Sense (11/21), Stealth (11/21)

ABILITIES: Connoisseur, First Aid, Photography

HEIGHT: 6'3"	SPEED: 2
WEIGHT: 175 lbs	HAND-TO-HAND DAMAGE CLASS: A
AGE: 37	STAMINA: 28 hours
APPEARANCE: Good Looking	RUNNING/SWIMMING: 25 minutes
FAME POINTS: 89	CARRYING: 101-150 pounds
HERO POINTS: 8	WEAPON: Smith & Wesson .38

FIELDS OF EXPERIENCE: Forensics, International Law, Law, Microphotography, Toxicology

WEAKNESSES: None

IDIOSYNCRASIES: None

INTERACTION MODIFIERS: None

BACKGROUND: Leiter, James Bond's famous C.I.A. counterpart, is described in the Basic Game. In this adventure he will meet the characters at some point in order to find out who they are and what they are doing in Jamaica. He will most likely meet them either at the airport, through Quarrel, or through Pleydell-Smith. His Reaction to them will be Neutral until he knows who they are.

He is currently in Jamaica to investigate drug-smuggling activities in the area. A week prior to the

characters' arrival, the U.S. Coast Guard impounded a cargo ship from Jamaica that carried an enormous haul of marijuana. Leiter has been sent to coordinate activities with the Jamaican authorities to investigate where the shipment originated. He was scheduled to attend the cruise missile test out of Homestead before being reassigned to the drug case. He will mention the vague details of the missile test to the characters in passing. If they ask further questions, he will tell them all about it.

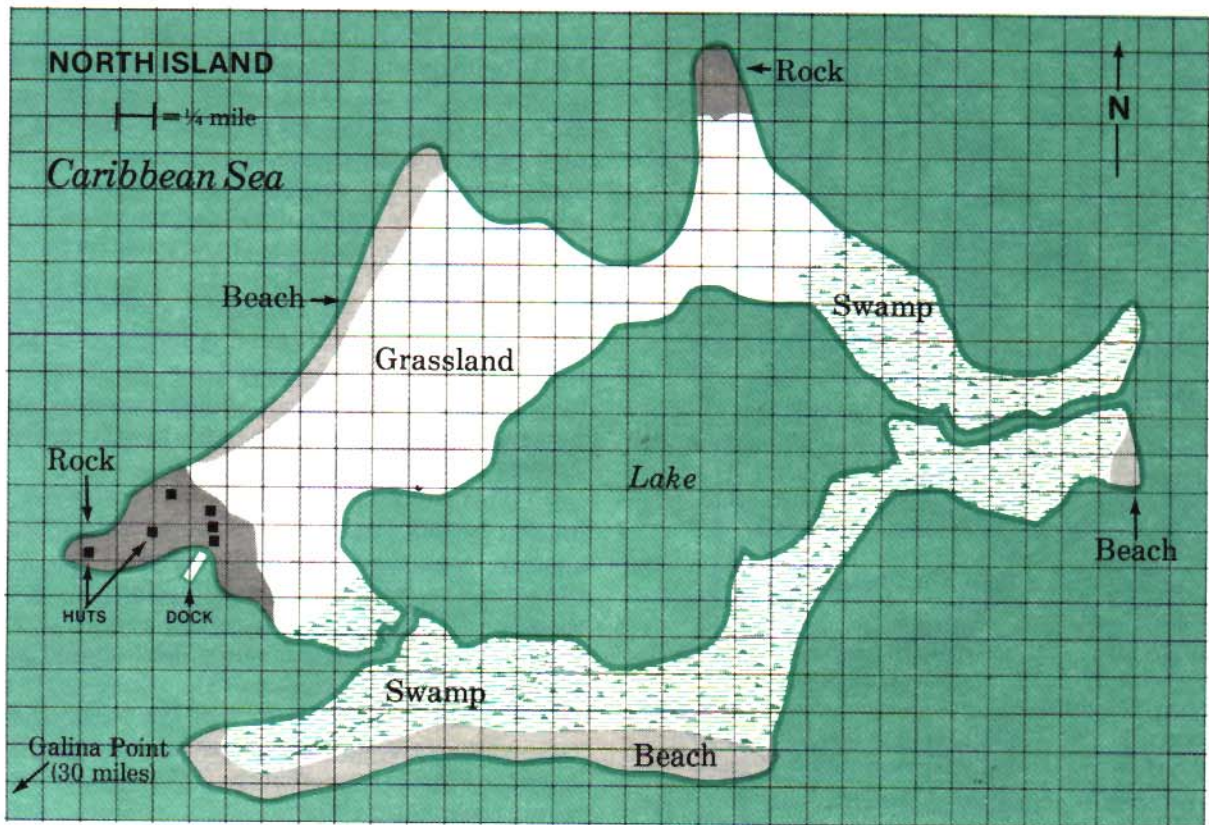
Leiter arrived on the island shortly before the characters did. Once in Jamaica, he immediately contacted Quarrel and arranged for the Jamaican to keep an eye on the harbour while he watched the airport (see Part III: A. Norman Manley International Airport).

Leiter will assist the characters with what information he has available. If the characters use Persuasion, they may be able to convince him to join them on the mission, especially since his job and theirs partially coincide. He should be used primarily if the characters are off-course, and should accompany the characters to one of the islands only if the group consists of characters of low rank. If necessary, you might have his superiors contact him to leave for Florida immediately, if the characters seem to rely too much on him.

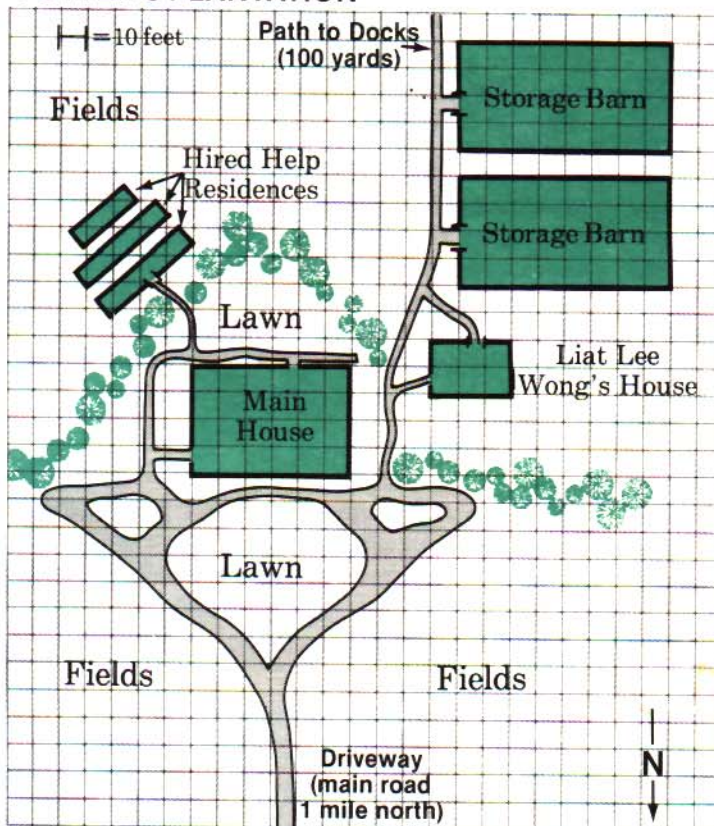
Leiter has the following points of information for the characters, once he knows who they are:

1. He will explain why he is on the island. He will agree to have Quarrel help the characters.
2. There is a cruise missile test at Homestead Air Force Base on Monday (this date may have to be changed to fit your timetable).
3. He has never heard of Dr. No.

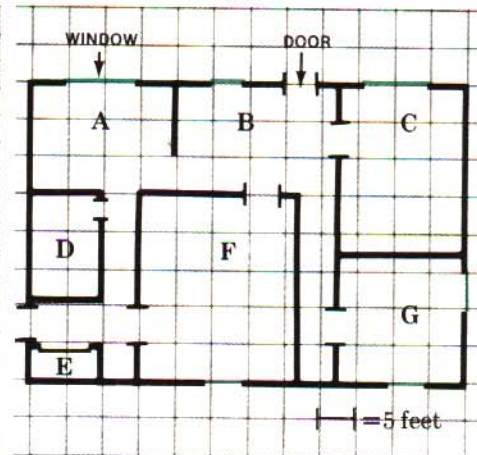
NOTE: Like Quarrel, Leiter can help you balance the adventure. Guidelines for Leiter actively helping the characters during their mission are given in Part IV: B. Altering the Adventure. Leiter should accompany the characters to one of the islands only if they are of low rank or will need his backup firepower and skills.



POTTER'S PLANTATION

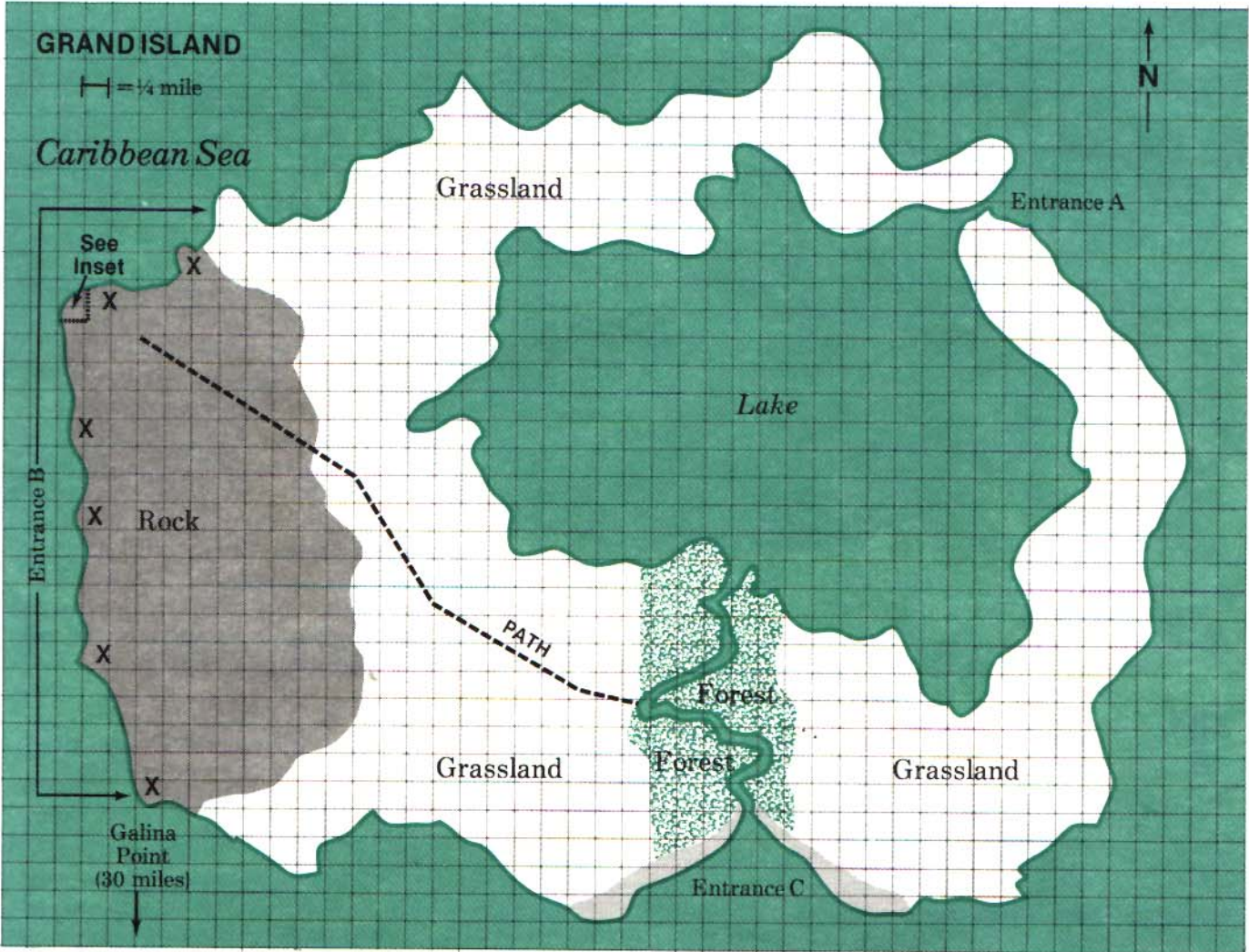


POTTER'S HOUSE

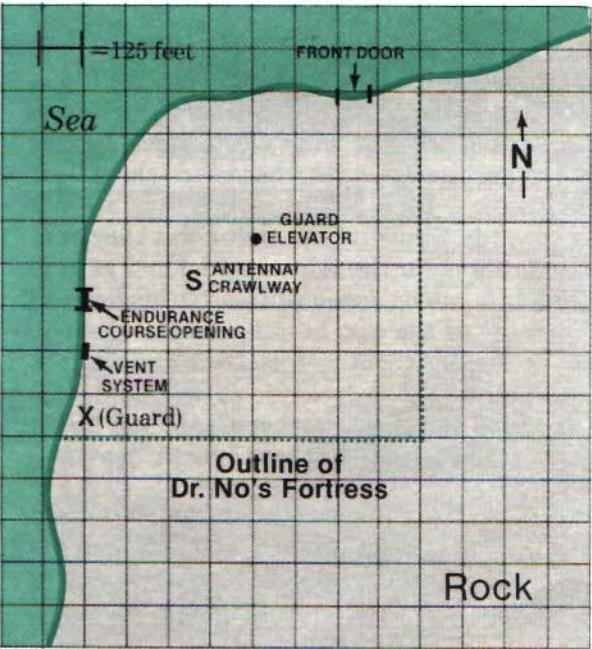


HOUSE ROOM KEY:

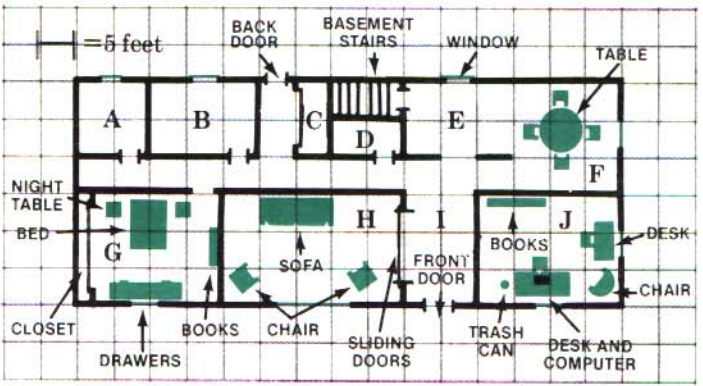
- A=Dining Room
- B=Kitchen
- C=Study
- D=Wash Room
- E=Closet
- F=Living Room
- G=Bedroom



INSET



STRANGWAY'S HOUSE



- HOUSE ROOM KEY:**
- | | |
|----------------|---------------|
| A=Wash Room | F=Dining Room |
| B=Guest Room | G=Bedroom |
| C=Closet | H=Living Room |
| D=Storage Room | I=Front Hall |
| E=Kitchen | J=Study |

Part III: Places and Events



A. Norman Manley International Airport

The characters will arrive in Kingston at Norman Manley International Airport, located halfway between Kingston and Port Royal on the Palisadoes. The Palisadoes is a long breakwater protecting Kingston from storms and high winds. The airport contains all the normal facilities of a major airport — telephones, customs, and car rentals. There is nothing unusual about the airport itself.

As the characters walk through the terminal, they should each get an Ease Factor 4 PER roll. Any character making a successful roll will notice a young Oriental lady, Annabel Chung, aiming a camera at them. She will attempt to flee rather than confront the characters. If the characters choose to take off after Chung, she should receive an Ease Factor modifier of +2 in the chase because of her familiarity with the terminal.

Since Felix Leiter is staking out the airport, he will probably notice the characters arrive. He should make a Fame roll to see if he recognizes the characters. In addition, the characters should get an Ease Factor 4 PER roll to notice Leiter; on any successful roll, they should get to make a Fame roll to recognize him. If the characters notice and recognize Leiter, they may wish to greet him.

The characters do not need to make a Perception roll to sight the chauffeur with the Universal Import and Export sign, waiting for them outside the terminal. Cassoleah Jones will greet them with a wide smile and courteous demeanor. Under orders from Wong, he has ambushed the real chauffeur and taken the car from King's House. If the characters call King's House, they will be told that, indeed, a car was sent for them.

If Leiter has recognized the characters or thinks they are suspicious, he should be given an Ease Factor 4 PER roll to notice that Jones is not the regular chauffeur from King's House. He may then tail the characters at a discreet distance, assuming they are somehow connected with the drug-smuggling ring (his presence may be useful should the characters get into serious trouble with Jones and his underlings).

The characters, if they elect to ride with Jones, will not be taken to King's House. Jones orders are to take the characters out to the woods and find out what they know. Jones will turn south off Palisadoes Road from the airport onto Windward Road, and drive for three miles to a side road, where he will turn into the woods (see the map of Jamaica on the screen). During the drive the characters should get an Ease Factor 4 PER roll to realize they are not heading towards Kingston. At that point they may choose to go along for the ride or hold Jones at gunpoint. Pulling a gun on Jones will lead to his flooring the accelerator of the car, literally daring them to shoot; he will order them to toss their guns on the front seat. If the players decide to outwait him (hoping the car runs out of gas, perhaps?) and not throw down their weapons, they will hear Jones threaten to crash the car.

A character may struggle with Jones to gain control of the car, but during each Action Round the character or Jones would have to spend one action to control the car. To maintain control the character would have to make an Ease Factor 5 Driving roll. If the car goes out of control, it will go off the side of the road and down into some rocks. The car receives Heavy Damage and the characters Medium Wounds.

If Jones is shot by one of the characters, he will try to crash the car. The characters will have one Action Round to gain control of the car, or it will go off the road, resulting in the damage described above.

Should you decide that Jones will smash the car up deliberately, then announce that he has put the accelerator to the floor and there is a suitably impressive obstacle ahead (wall, large tree, cliff, bus, or the like). Tell the players pointblank that the resulting damage to the car will be a Incapacitation to the car, which would make the damage to their characters at the very least a Heavy Wound. The characters should have three Action Rounds, though, to try to leap from the car or wrest control from Jones.

If Jones reaches the clearing, he will have a number of cohorts equal to the number of characters plus 1D6 waiting there. The cohorts are of Hood rank and carry Smith & Wesson .38's. (Use the Guards and Soldiers Table on page 102 of the Basic Game to determine their characteristics and skills).

Jones and his cohorts will disarm and try to question the characters as to whom they are and why they are in Jamaica. (The characters will probably

have something to say about this). If direct threats do not work, he will move on to physical abuse. If the characters insist they are from Universal Import and Export, he will state, off-hand, "The lady don't believe you, so we're going to dance around a little." This may be the character's first indicator to investigate Wong. If you find the characters are in deadly danger from Jones and his men, have Felix Leiter arrive in time to lend a hand.

If the characters do not go with Jones but rent a car, they will be tailed by Jones to see where they are going. If they go right to King's House, he will drive off before anyone there can recognize the car. He will abandon the car along a deserted road. Jones will then shadow the characters as they go around Kingston or have one of his minions do so.

The car Jones has stolen from King's House is a Mercedes 380SEL, which seats five people. The car's Attributes are:

PM	RED	CRUS	MAX	RGE	FCE	STR
+1	5	60	110	450	3	7



B. King's House, Kingston

King's House contains the offices of the Governor-General and the British High Commission. It was the site of the Colonial Office before Jamaican independence, and, in fact, retains many of the vestiges of these old duties. What will strike the characters, as they enter, is the obviously British ambience. In style, atmosphere, and manner, it reflects all the self-importance and stuffiness of a proper British institution.

King's House also contains the archives from the days of British rule, a fine restaurant, and a large, elaborate socializing area. In the archives, the characters can find survey maps of virtually anything Jamaican, including North Island and Grand Island. The socializing area has a number of bridge games going on during any given afternoon. Here, the foursome of Pleydell-Smith, Strangways, Dent, and Colonel Potter met daily at 1:00 P.M. for their bridge game. The group has not met since Strangways disappeared.

Pleydell-Smith is in his office from 8 A.M. to 5 P.M., except for his afternoon game. Potter arrives early, about 11:45, for lunch, while Dent arrives promptly at 1:00. Pleydell-Smith is considering playing backgammon with Potter until Strangways is found or a new bridge player can be rounded up.

King's House has no accommodations for the characters but Pleydell-Smith can recommend a fine hotel, either the Inter-Continental or the New Kingston. Pleydell-Smith will be happy to arrange an introduction to anyone the characters should wish to meet during their stay in Kingston.

Overly suspicious characters may want to sweep the room for listening devices. There are two: one in the phone and another behind a painting of the Thames on Pleydell-Smith's wall. They can find these bugs according to the rules outlined under the Electronics skill in the Basic Book (page 36) at an Ease Factor of 5.

C. Strangways' House

Strangways lived in a moderately sized house almost completely surrounded by trees, in one of Kingston's northern suburbs. It is about a ten minute drive from King's House.

Since Pleydell-Smith thinks Strangways has run off with a woman, he has not ordered an official investigation of the house. Thus, it has not been touched since Strangways disappeared. The house was cleaned before it was vacated, but there are no signs that Strangways expected to be gone for very long. All his toilet articles are still in the medicine chest. All his drawers and closets are full. Even his normal overnight gear (sleeping bag, flashlight, sun-tan lotion, and the like) is still there. His car, a red Toyota Celica GT-S, is gone (it is parked down by the docks). On a night table next to the bed are a number of boating magazines, with coupons clipped out to send away for information.

The floorplans to Strangways' house (found on page 25) show there are a bedroom, kitchen, living room, study, and guest bedroom on the main floor. The basement is a large recreation room with a wet bar, a laundry room and a storage room (which contains the radio equipment for contacting England).

In Strangways' study is his personal computer, with a box of floppy disks beside it. Opening the box will reveal a series of labeled disks numbered 1 to 10 and one unlabeled disk. Characters wishing to see what is on the disks will have to master the com-

puter. A character with a Field of Experience in Computers can automatically fire up the program. The characters may otherwise work the computer by making an Ease Factor 8 Electronics roll; the Quality Rating of the roll will indicate how long it took to fire up the program. If no character has this skill, one character may attempt to make an Ease Factor 5 INT roll. (If you find the characters have failed at one of these rolls, encourage them to spend Hero Points to ensure success. This clue is too important not to find.)

The disks hold Strangways' files, which he was converting from the paper copies in the filing cabinet next to the computer. He was about two-thirds done with the files. The files in the cabinet contain copies of the reports he was making and are unremarkable in nature.

In the drawer in Strangways' night table, however, is another box of floppy disks. In this box are a series of labeled disks numbered 1 to 10 and marked "Files — backup" and one disk marked "Current Projects — backup." (Strangways was always worried about his computer going down suddenly and so kept backups for all materials on his disks.) Also in this box are the daily memo from Potter and the gas receipts included in the Mission Envelope. (As outlined in "Joshua Miller," E. Kingston Harbour, the gas receipts are clues to which island Potter took his boat — Grand Island. The characters will discover Potter's cabin cruiser if they explore his plantation;

see D. Potter's Sugar Plantation, below.)

Characters placing the "Current Projects — backup" disk in the computer will find only one file,

titled "Anansi." If they call up the file on the screen, hand them the sheet from the Mission Envelope showing the display on the computer screen.

D. Potter's Sugar Plantation

The plantation is on Jamaica's southeastern shore, as shown on the map of Jamaica on the screen. There is nothing special about it except that it houses two of the main suspects — Potter and Wong. The plantation has a main house, Wong's house, servants' and workers' quarters, and storage bins. It has sugar fields but not a refinery. (It is not that large an enterprise since it was only meant to augment Potter's pension.) A path leads beyond the storage bins to the dock, one hundred yards beyond the bins.

Potter owns a large cabin cruiser, which he and Wong use to travel to Grand Island twice a week. The cruiser's Attributes are:

PM	RED	CRUS	MAX	RGE	FCE	STR
0	6	20	45	400	3	12

A map of the plantation is provided on page 24 of this booklet. The information the characters discover will lead them to the plantation at some point during the adventure. They could go up to the front door during the day with some kind of cover story. Potter will invite them in and answer their questions as best he can. During these times Wong will probably be in the room in the stereotypical house servant's stance, waiting for new orders, or she will be just on the other side of the door, eavesdropping on the conversation.

During this interview you should play Potter as a tad nervous, even a bit in the bottle, as it were. Characters should get an Ease Factor 3 PER roll to notice that his eyes keep darting to Wong as if looking for approval or to the door where he knows Wong is listening. (Failing that you should make an Ease Factor 2 Sixth Sense roll for them.) If the roll is successful, the character should realize that this servant-master relationship is not as it appears, no matter how humbly Wong acts.

At night, the plantation grounds are guarded by four overgrown German shepherds. These dogs have the following characteristics and Primary Chances:

GERMAN SHEPHERDS

STR:6 DEX:13 WIL:12 PER:12 INT:Not applicable

HAND-TO-HAND COMBAT PRIMARY CHANCE: 25

HAND-TO-HAND DAMAGE CLASS: D

SPEED: 3

EVASION PRIMARY CHANCE: 20

Note: The above values in no way indicate that a German shepherd could open a lock with its Dexterity. The dogs are given these Characteristic Values for ease of play.

The dogs are trained to track down and attack trespassers. In a chase you can bid them down to at least 4 (lower if they succeed at an Ease Factor 5 WIL roll). Their Speed of 3 is merely an indication of how fast they react in a fight; they only get one attack per Action Round, however.

If the characters reach the study in Potter's house without rousing the residents, they will find three file cabinets. One is labeled "Financial Receipts and Statements." The second reads "Payroll and Expenses." The third is merely marked "Other." All three cabinets are locked (Ease Factor 5 to pick).

A study of the papers in the first two requires an Ease Factor 4 INT roll to determine they are just ordinary business records and communications. (If a character has the Economics/Business Field of Experience, he will know this automatically.)

Inside the third cabinet is a file marked "DR. NO." In it are a series of memos, signed by Dr. No, ordering items or people to be sent to Grand Island. Several of the orders include: "Need Perfloric Acid immediately," "Get two male worker replacements," and "Need file on Strangways from Potter. Send soon or the girls go back on bread and water."

On the desk in the study is a picture of a much less worried-looking Potter, flanked by two lovely young women. These young women are his daughters. Any character who looks at the photo will be able to recognize them later.

Whenever the characters roll a Quality Rating of 3 or 4 during their Stealth attempts (either on the grounds or in one of the buildings), the dogs should get an Ease Factor 5 PER roll to detect their presence (reflecting their sharper senses). On a successful roll, the dogs will begin to bark and snarl, waking Wong. She will roam the grounds to investigate.

E. Kingston Harbour

The harbour boasts many wharves and warehouses, with the usual complement of rough longshoremen and dockworkers. On the west end of the harbour are the docks for the privately owned pleasure boats. Between these two are the rental docks where fishing-minded tourists can rent a boat and a captain for a day of salt spray and sunburn. Close to the rental docks are a number of small bars catering to the captains and their crews. The tourists usually go to the west end, where they can drink in airconditioned comfort and lie to others about the one that got away.

Strangways boat was tied up at one of the docks at the west end. No one has seen it since Wednesday evening. Strangway's car, a red Toyota Celica GT-S (see page 83 of the Basic Game for its Attributes) is parked in the lot. If the characters have not been to Strangways' house or did not find the second box of disks, they can find Potter's gas receipts and memo in the glove compartment of the car.

JOSHUA MILLER

While at the harbour, the characters will probably seek out Joshua Miller at the Kingston Harbour Boat Fuels' dock to ask about the gas receipts (if they have been found in Strangways' house or in his Celica). Joshua is a happy young man, sporting an infectious grin. He has spent most of his life around the harbour since his father is a charter boat captain. He is always willing to lend a hand around the docks and is well liked by all.

Joshua's Willpower is 4, so he can be easily Persuaded to aid the characters. If money is offered, he will tell the characters everything he knows, including such useless trivia about the harbour area as what bar sells the best drinks, where to look for a pleasant companion for an evening, and who is the best charter boat captain on the docks (his father, of course). His father is an old drinking buddy of Quarrel's, so Joshua will need no Persuading if the characters have linked up with Quarrel by the time they meet the young gas jockey.

Joshua will remember the two receipts, since the purchases were made so close together. "Oh, yeah," he will say, "that's right. They pulled that big old cruiser right up and wanted fast service. Had to hurry up with a customer 'cause they said they was in a hurry. Kept hitting their air-horn and demanding fast service. Pumped their tank full, real fast, since I wanted to get rid of them."

"When they showed up the next morning again, I cleared the dock quick and pumped their gas fast. Didn't want them hitting on that air-horn again. Yeah, they was in a hurry."

It will not occur to Joshua to mention the names of the impatient boaters until prompted by the char-

acters. "Oh, it was the *Mary-Rose*, belonging to that Potter fellow. Retired army man. Lives east along the coast in his plantation. He used to take me on fishing trips as his baiter. Used to be a nice man. Hasn't been the same since his daughters left. Some say the bottle got him, but I don't know."

"Those are his receipts. Never saw him so nasty tempered before, hitting the air-horn and yelling at me. Had that Chinese woman with him too. She just stood there watching while he hit the horn. It must have been some fishing trip he went on."

If asked to explain, Joshua will say, "Potter must have travelled over 250 miles to use that much gas. A lot of travelling. Like I told that Strangways fellow, they was even wearing the same clothes the next morning, like they didn't change them at all."

The characters may figure out the mileage on their own by making an Ease Factor 5 Boating roll. If they do not ask for the roll, they should have an Ease Factor 4 Sixth Sense roll made for them to notice the excessive mileage. By referring to the map of Jamaica, the characters should realize that the gas could get Potter's boat round trip to Grand Island.

The receipts are dated two weeks ago. Strangways found the receipts along with the memo in Potter's house. Once at sea, Strangways realized that Potter must have gone to Grand Island instead of North Island, and thus he decided to investigate Dr. No's island first.

ENCOUNTER TABLES

Included in this section are two encounter tables for determining random encounters for the characters. Use the Kingston Encounter Table when the characters roam about Kingston (see Part V: Thrilling Cities, for information about Kingston). Use the Harbour Encounter Table to determine whom the characters may run into while traversing the docks. Remember that most captains will be busy trying to convince the characters to take a ride on their boat, so a few pound notes exchanging owners may be required to get any information.

In the descriptions following the tables, some of the encounters will be followed by the words (**Hero Point**) after the name of the encounter. The use of these Hero Points is outlined on page 107 of the Basic Game.

KINGSTON ENCOUNTER TABLE

1D6 DIE RESULT	ENCOUNTER
1-2	No Encounter
3	Tourist
4	Ally NPC
5	Enemy NPC
6	Seedy Youth

Roll on the Kingston Encounter Table once every four hours the characters roam around Kingston.

HARBOUR ENCOUNTER TABLE

1D6 DIE RESULT	ENCOUNTER
1	"Lady"
2	Seedy Youth
3	Thief
4	Ally NPC
5	Enemy NPC
6	Tourist

Roll for an encounter for every 30 minutes the characters spend at Kingston Harbour.

Encounter Descriptions:

ALLY NPC: Re-roll 1D6 and refer to table below; if the characters have already met the NPC, treat as "No Encounter."

1D6 DIE RESULT	ENCOUNTER
1	Leiter
2	Pleydell-Smith
3-5	Quarrel
6	No Encounter

ENEMY NPC: Re-roll 1D6 and refer to the table below to see whom the characters meet:

1D6 DIE RESULT	ENCOUNTER
1	Dent
2	Potter
3	Jones
4	Chung
5	Wong (see note below)
6	No Encounter

Note: If the characters have already encountered Wong from the Kingston Encounter Table, treat this result as "No Encounter."

Use these encounters as you see fit. In general, Chung will be taking pictures of the characters' activities, Jones will be looking for a chance to kidnap them and take them out to the clearing, and Potter or Dent will be purchasing something for Wong or checking on the readiness of Potter's boat.

"LADY": A lady of the evening (her Appearance is up to you) will wait for the characters to pass close by. If she does not get a response from the characters for her first offer, she will begin bargaining. Finally, she will begin shouting, cast aspersions on the legitimacy of their lineage, and stalk off. You may wish to have a constable walk over to investigate.

SEEDY YOUTH: (Hero Point) A grubbily dressed, fairly filthy youth (about 16 to 20 years of age) will first ask the characters for any loose change they may have. He will then offer to sell them some marijuana. If a Hero Point is expended, the youth will declare that it is "fresh off the stalk — that good island stuff from north of here." If the characters chemically analyze the marijuana, they will find it was grown in a relatively salt-rich soil. (This is a red herring to North Island. The information will be used as part of the argument put forth by Felix Leiter that North Island is important.)

THIEF: A mugger lurks in the shadows. (He has no characteristic over 5, and no Skill Level over 3). The characters will notice him on an Ease Factor 3 PER roll. He is armed with a knife, but has no information relevant to the adventure.

TOURIST: (Hero Point) If the encounter happens at Kingston Harbour at night, treat as "No Encounter." Otherwise, the characters meet up with 1D6 tourists, who have nothing important to reveal but will regale the characters with every little detail of their trip so far. They will mention that a boat filled with young islanders with "that real strange hair style" nearly ran them down while they were out fishing. The young islanders were playing that "reggae stuff" (they will pronounce it "reggie"). If a Hero Point is expended, the tourists will also tell of their night cruise when they saw another cruiser, laden with boxes, leaving some plantation on the south side of the island about fifteen miles east of Kingston. (This was the September 1st shipment Potter boated to Grand Island.)

WONG: (Hero Point) If Wong is encountered in Kingston, she will be ordering supplies for Potter's plantation (it is one of her least favorite jobs as head house servant).

If she is encountered at Kingston Harbour, she will be paying the gas bill to Joshua Miller at the Kingston Harbour Boat Fuels. If a Hero Point is expended, she will have dropped a piece of paper. All that is readable of the spray-soaked paper is the middle where the letters "d Is" are clearly visible. (This is all that remains of a note from Dr. No, ordering her to report to Grand Island immediately.)

If the characters decide to Tail her either in Kingston or when she is leaving the harbour, they will see her get into a Chevrolet Caprice Classic (see page 83 of the Basic Game for its Attributes). Use the chase rules to see if she detects them following her. If she does, she will lead them on a merry chase around Jamaica and back to Kingston.

F. North Island

The maps on pages 24 and 25 of this booklet, showing North and Grand islands, reveal that they are not similar in terrain. North Island is a low lying salt-marsh, except for the higher grassland area which Lemarre and his gang have worked to make it suitable for growing their marijuana crop. On the west end of the island, on firmer ground, are twelve small huts where Lemarre and his workers live. The crop area and the huts are surrounded by a mesh net that carries a mild electric current to discourage the spiders (it is not strong enough to do any damage to a person). In the cove south of this area, is a docking area which will accommodate small cruisers.

The lake is an inlet filled with salt water, not fresh water. Anyone landing on the east side of the island with anything more than a raft or a flat-bottom boat will be unable to traverse the shallow connecting waterway. Anyone trying to walk their way through the swamp area will have to make an Ease Factor 7 DEX roll when moving through the swamp to see if they have made it without slipping and falling into the water and perhaps losing equipment (your option).

You should roll for an encounter on the North Island Encounter Table every half hour the characters spend traversing the swamp.

NORTH ISLAND ENCOUNTER TABLE

1D6 DIE RESULT	ENCOUNTER
1-3	No Encounter
4-5	Snake
6	Tarantula

See G. Grand Island, for complete descriptions of these encounters.

Once they have the grasslands in view, the characters will be able to see ten men working the fields if it is day, but they will see no one at night. At 30 foot intervals are raised cisterns that are used to irrigate the crops.

There are 20 men working with Lemarre on North Island. Use the Stealth rules to determine if any of the men detect the characters as they approach. The men are armed with Smith & Wesson .38's, and they will attempt to kill anyone they find on the island.

G. Grand Island

Grand Island is the site of Dr. No's island fortress and control center. It is thirty miles due north of Galina Point on the north shore of Jamaica and sixty miles south of Cuba. Roughly three quarters of its 80 square miles is covered with grasslands, while the western quarter is both higher and rougher. The highest point on the island is the westernmost edge, which is actually a rocky cliff rising 200 feet above the sea.

There are no roads, though Dr. No's people have hacked out paths to make getting around and patrolling easier (these paths are not visible from the air). The surrounding sea is mostly shoal water, except off the western cliff where the 500 foot coastal water quickly plunges into the Cuba Deep.

GETTING ONTO THE ISLAND

The map of Grand Island on page 25 shows the three entrances that do not require one to traverse the grasslands. The 3-foot-high grass offers very little cover; a person would have to lie flat even to hope to be hidden. Also, for a few days after a heavy rain, large pockets of water accumulate that turn the soft ground into muck. If characters decide to cross the grasslands, they should be noticed by a guard posted on the high ground across the island, who sweeps the

eastern horizon with a pair of field glasses. The characters' movements will then be noted, and 15 guards or the Anansi (kept under a camouflaged net on the high ground) will be sent out to intercept them when the intruders appear to be tiring. Any element of surprise will be lost.

There is a freshwater lake in the center of the island, which is all that remains of the volcano that created the island. It reaches a depth of 30 feet at the center. A character may swim across the lake, but anyone doing so will be noticed by the guards on the high ground. They will send 15 guards or the Anansi to wait for the characters as they emerge from the lake. The characters will be surprised by the guards or Anansi.

If Honey Ryder is with any character crossing the island, she adds a +1 Ease Factor modifier to any Stealth attempt by herself or for the characters, due to her knowledge of the island.

GUARDS

STR:6 DEX:8 WIL:9 PER:6 INT:5

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (2/9), Evasion (4/11), Fire Combat (4/11), Hand-to-Hand Combat (4/10), Stealth (2/11)

HEIGHT: 5'5"-6'0"	SPEED: 1
WEIGHT: 120-220 lbs	HAND-TO-HAND DAMAGE CLASS: A
AGE: 24-32	STAMINA: 28 hours
APPEARANCE: Plain-Normal	RUNNING/SWIMMING: 25 minutes
FAME POINTS: 0	CARRYING: 101-150 pounds
SURVIVAL POINTS: 0	WEAPON: See below

FIELDS OF EXPERIENCE: None

Note: You may alter the characteristics as you see fit to inject individuality among the guards. All guards carry Luger Parabellums. The guards on the cliff face also carry Number 4 rifles when patrolling. They will have one reload for each weapon. (If things are going too easily for the characters, you can equip the guards with Uzi's instead of the rifles).

GRASSLAND ENCOUNTER TABLE

1D6 DIE RESULT	ENCOUNTER
1	No Encounter
2	Snake (Ease Factor 8 PER)
3	Tarantula (Ease Factor 5 PER)
4	Black Widow (Ease Factor 5 PER)
5	Muckhole (Ease Factor 3 PER)
6	Anansi

Roll once every three hours during the night and once every hour during the day. The rolls begin 30 minutes after the characters enter the grasslands. The number in parentheses after the encounter is the roll the character must make to notice the object. If the character does not notice the encounter, he is considered to be surprised when it occurs.

Encounter Descriptions:

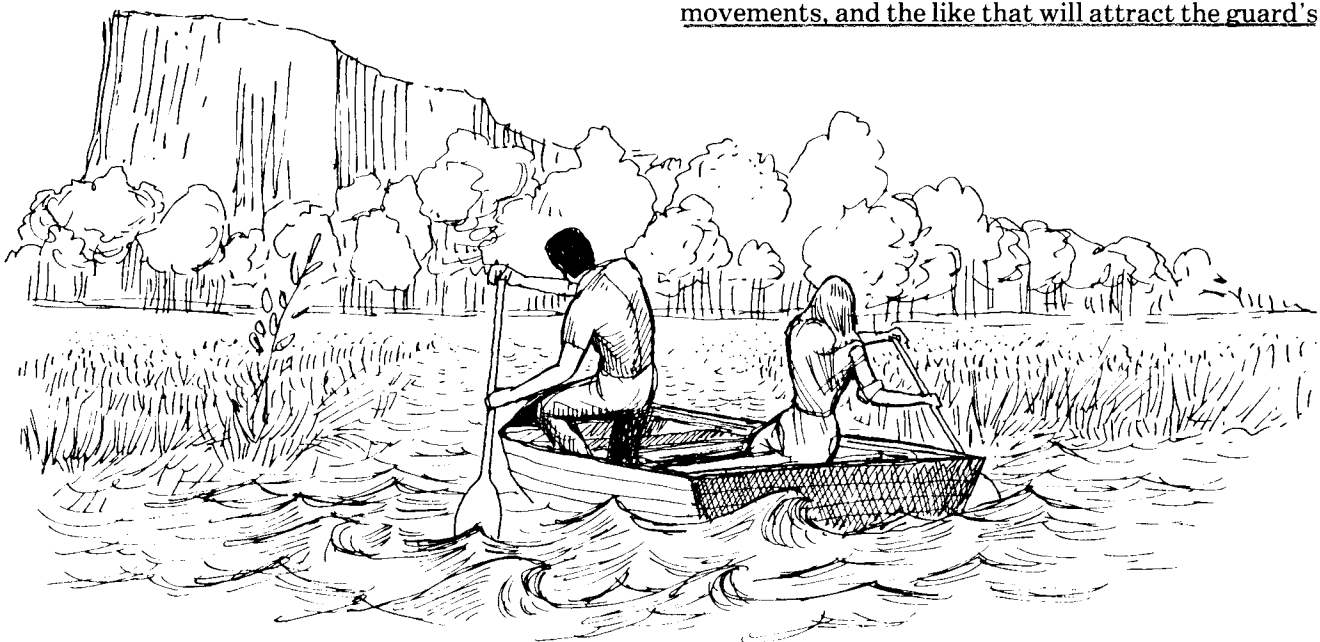
ANANSI: A complete description of the Anansi is given under Entrance B on page 34 of this booklet. The Anansi is considered to be at Medium range for a chase, which is equal to Neutral range for combat.

BLACK WIDOW: The black widow forces a character with a Fear of Spiders to make an Ease Factor 3 WIL roll. Failing the roll means the character panics. The widow has a 50% chance to bite a panicked or surprised character and a 20% chance to bite an aware character. Whether the bite is successful or not, the character can just brush the spider away. After a successful bite, the spider will leave of its own accord. (After all, the adventure is not about fighting spiders; they are just there to annoy the characters.)

If a character is bitten, he will not notice the effects for at least 30 minutes. Then he will experience a series of cramps of increasing severity, growing into intense spasms within three hours. The spasms will last for one full day and then slowly subside over the next two. For game purposes, treat this as a Light Wound for the first three hours, then as a Heavy Wound for the following 24. For the next 24 treat it as a Medium Wound, and for the last day as a Light Wound. A character's First Aid ability has no effect on spider bites. If the character is captured by Dr. No, he will be given an antitoxin which will dispel the symptoms.

Spider bites are not cumulative (two bites do not equal a Medium Wound); the symptoms do not increase unless a large number of bites are inflicted. As a guide, about one dozen black widow bites are fatal.

SNAKE: These snakes are non-poisonous snakes indigenous to the Caribbean. The first time a character with a Fear of Snakes comes across one, he must make an Ease Factor 3 WIL roll or he will become distracted and panic (yell out loud, make sudden movements, and the like that will attract the guard's



attention). A character without this weakness will be momentarily shaken, but will not otherwise be affected. The snake will slither off without coming near the character.

TARANTULA: The tarantula attacks at the same chance as the black widow. Its venom, though, is considerably weaker. When bitten, the character must make an Ease Factor 5 STR roll. He will feel the intense pain inflicted by the venom for a number of days equal to the Quality Rating of the STR roll (a failure equals 10 days). The character gets a -2 Ease Factor modifier on any Pain Resistance rolls until he has recovered. The bite wound is only considered a Light Wound and is not cumulative (two bites do not equal a Medium Wound). A tarantula bite on top of a black widow bite does not increase the severity of the spasms. The character is merely sick for an additional number of days equal to the Quality Rating of the STR roll.

Should you find a character allowing himself to be bitten too often, you may rule that he passes out, goes into a coma, or something equally annoying. First Aid does not affect tarantula bites; Dr. No also has anti-toxin to cure such bites.

MUCKHOLE: If the character does not notice these holes, he falls into a watery mess. Getting out is no problem, but the fall may have made him drop some piece of equipment (your option). Two such falls should be considered the equivalent of a Light Wound. (It would also be a major source of amusement to any guards watching the characters through field glasses.)

ENTRANCE A

Entrance A is a shallow, one-mile long stream with a gentle flow. Entrance A provides no beach for coming ashore and is bordered by grasslands. A flat-bottomed boat, raft, or Ryder's boat (but not Quarrel's boat) could be paddled upstream to the lake. Anyone trying to row across the lake would certainly be noticed by the guards, and the resulting contingent of 15 armed guards or the Anansi will be waiting for them on the other side of the lake.

ENTRANCE B

Entrance B is the most attractive point of entry. The deep stream will accommodate a boat the size of Quarrel's without problem. Additionally, since the stream is flanked by forest, anyone boating up it will not be seen by the guards on the cliff. The forest also provides ample hiding places which will obscure a boat from view, even if the viewer is within 15 feet of the boat.

The stream is deep enough so that characters must swim in the middle, but can wade towards the shores. In the event of a chase, characters wading (using their Evasion skill) receive a -2 Ease Factor

modifier; characters swimming (using their Diving skill) receive no such modifier.

The characters will notice one of the main paths leading across the grasslands on an Ease Factor 6 PER roll. The grasslands along this path are denser than around the rest of the island and therefore offer better cover than the rest of the grasslands. If the path is used by the characters, give the guards one Ease Factor 5 roll to notice them advancing (the guards' PER is 6).

If the characters choose this method of getting on the island, you must roll on the Encounter Table below to see if the characters meet up with anyone (or anything). Roll once every three hours during the night and once every hour during the day. The rolls begin one hour after the characters reach the island.

ENTRANCE B ENCOUNTER TABLE

1D6 DIE RESULT	NIGHT	DAY
1	No Encounter	No Encounter
2	No Encounter	Boat Patrol
3	Black Widow	Tarantula
4	Tarantula	Honey Ryder
5	Anansi	Honey Ryder
6	Honey Ryder	Boat Patrol

Encounter Explanations:

BLACK WIDOW: See Grassland Encounter Table on page 33 for explanation.

TARANTULA: See Grassland Encounter Table for explanation.

ANANSI: This is Dr. No's mechanized spider-god mentioned in the Briefing for the Gamesmaster (Part I: B). It is actually an all-terrain vehicle disguised to look like a giant spider. It is normally kept under a camouflaged net on the high land to the west of the island. If the characters encounter it, show them the portrait of it in the Mission Envelope. It is certainly not anatomically accurate, being a hemispheric shell with eight appendages sticking out of it. It is painted mottled green-purple for maximum scare effect, and the headlights glow from where the eyes should be.

The Anansi's Attributes are:

PM	RED	CRUS	MAX	RGE	FCE	STR
-1	4	10	25	300	8	50

When the Anansi first appears, it will be at Medium range for a chase, which is equivalent to Neutral range for Fire Combat.

The Anansi is armed and armored. The hemispheric shell is made of three-inch-thick metal, which makes it effectively bulletproof to Level 4. It reduces the Damage Class of all weapons firing against it by 8 classes. It also absorbs one Wound Level of damage done against it. The solid tires cannot be blown out by gunfire. The door is on the right hand side and secure-

ly locked from the inside. The juggernaut has gun slits facing front to back and right to left, which can be shut in times of attack. The occupants can fire their Uzi's through these slits.

The Anansi can also spray a stream of hydrochloric acid through the false spider legs. It can fire the acid for up to 70 feet in any direction, except directly forward and behind. The acid shooter's Attributes are:

PM	S/R	AMMO	DC	CLOSE	LONG	CON
-1	1	20	H	0-2	5-7	na
JAM	DRAW	RL				
99	na	na				

The operator's Driving skill is used to determine whether a character is hit or not.

The Anansi can hold a driver and three passengers in seats; up to six more passengers can be carried, but they will have to sit on the floor.

The guards in the Anansi have instruction to capture any trespassers rather than kill them. The driver will ask any character to surrender, using the loudspeaker system. You should allow the characters to make one show of force to show the indestructibility of the Anansi before you begin using the vehicle's firepower.

Any character with a Fear of Spiders must make an Ease Factor 2 WIL roll to avoid panicking.

The Anansi does have one weak spot. The slit which the driver sees through cannot be closed. Characters may get an Ease Factor 4 PER roll to notice the dim interior light shining through the slit. The characters may then attempt to Take a Bead to hit the driver. Give the driver an Ease Factor 3 PER roll to notice the character lining up the shot, and then either have him duck, take evasive action, or open fire with the Anansi's "venom" or his Uzi.



BOAT PATROL: A cabin cruiser regularly patrols the coast and Entrance B of Grand Island. Aboard it are a four guards, one of whom steers the boat. The three observer guards are armed with Number 4 rifles, while the boat's operator carries an Uzi (each carries two reloads). They carry a megaphone, which is used to give any trespassers one chance to come out with their hands raised. After the warning they open fire. The boat is considered to be at Medium range for any chases, which is Neutral range for Fire Combat.

The boat docks inside the concealed entrance in the northwest part of the island. It makes a circuit of the island and travels up the stream at Entrance B to the lake at least once every two hours. Any boat approaching the island will make the patrol boat head for the nearest hiding place, since it does not want to announce the presence of people on Grand Island. The patrol boat will then leave its hiding place to investigate, if the guards suspect another boat of heading to the island.

The cruiser's Attributes are:

PM	RED	CRUS	MAX	RGE	FCE	STR
0	4	25	40	200	6	12

If the patrol guards are forced to give chase on land, they will radio for the Anansi, which will appear in 2D6 rounds.

If the characters' boat is left in plain sight, it will be fired on by the guards until it is holed and sunk. The guards on the boat should get an Ease Factor 4 PER roll to spot a hidden boat.

HONEYCHILE RYDER: Should Ryder appear, she will be wearing her standard uniform of bikini, leather belt, and knife. She will be at first Antagonistic to strangers. Delay the Reaction roll until the characters have introduced themselves, and then judge whether or not their actions warrant a change in her attitude. She has already hidden her sailboat in the undergrowth by the stream.

Ryder will still be on the island, even if the characters do not encounter her; she arrives Saturday during the day and will spend the rest of that day and the next collecting shells. If the characters are captured by the Anansi, they will find her already sitting in the vehicle, looking very scared. If the characters make it into the fortress without being captured, they will meet her at dinner with Dr. No or as a prisoner in one of the cells.

If Ryder is with the characters, treat any further rolled encounter with her as "No Encounter."

ENTRANCE C

Entrance C is the western cliff wall. It is practically a sheer cliff, rising 200 feet out of the sea. The characters may attempt to scale the cliff, using their Mountaineering skill, but at a -2 Ease Factor modifier due to the sea-spray-soaked rocks. If they fall,

they must make an Ease Factor 5 Diving roll to land safely in the water, or they will take damage as if they have fallen onto hard ground.

The only way to approach the cliff is by boat, since there is no shore. A boat can pull up to within 20 feet of the cliff safely. To pull right up to the cliff requires an Ease Factor 5 Boating roll.

The cliff is patrolled by guards, posted wherever there is an "X" on the map. These guards wear camouflaged outfits to keep them from being spotted from the air, and they lie flat whenever a boat approaches. The guards are all armed with Number 4 rifles.

The characters should make a Stealth roll to see how much noise they make climbing the cliff. If the guards notice the characters as they climb the cliff face, they will radio for 15 reinforcements, who will be waiting for the characters at the top. Should the characters manage to get past the guards, or across the grasslands to the rough terrain, roll on the Cliff Encounter Table for every two hours they spend walking around.

CLIFF ENCOUNTER TABLE

1D6 DIE RESULT	ENCOUNTER
1-2	One Guard
3-4	Two Guards
5-6	Tarantula

The guards will try to take the characters prisoner. The tarantula is described in the Grassland Encounter Table on page 34.

GUARDS

STR:6 DEX:8 WIL:9 PER:6 INT:5

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (2/9), Driving (6/13), Evasion (4/11), Fire Combat (4/11), Hand-to-Hand Combat (4/10), Stealth (2/11)

HEIGHT: 5'5"-6'0"	SPEED: 1
WEIGHT: 120-220 lbs	HAND-TO-HAND DAMAGE CLASS: A
AGE: 24-32	STAMINA: 28 hours
APPEARANCE: Plain-Normal	RUNNING/SWIMMING: 25 minutes
FAME POINTS: 0	CARRYING: 101-150 pounds
SURVIVAL POINTS: 0	WEAPON: Number 4 rifle

FIELDS OF EXPERIENCE: None

WEAKNESSES: None

INTERACTION MODIFIERS: Reaction (-6), Persuasion (-2), Seduction (0), Interrogation (-2), Torture (-1)

At the point marked "S" on your map, there is a concealed entrance to Dr. No's fortress. These doors open up to allow a dish antenna to rise. If the charac-

ters are not looking for anything suspicious, they should get an Ease Factor 1 PER roll to notice the doors' outline. If they are examining the ground around them, they should get an Ease Factor 4 PER roll to find it.

Once they find the door, they must make an Ease Factor 2 STR roll to force them open. The characters can add together their Strengths for the Primary Chance on an attempt, but once a character has tried it, whether by himself or with others, he cannot try again. If the characters use any explosives to open the door, they will alert the guards in the fortress below. The two doors swing up to reveal the dish antenna. Beneath the antenna is a laddered crawlway that extends down 500 feet to the Communications Center (see map of Dr. No's fortress on the screen).

There is also a concealed elevator on the cliff. Any character approaching it gets an Ease Factor 3 PER roll to notice that the area seems well travelled. Any further investigation will reveal the elevator, if the character makes a further Ease Factor 7 PER roll. If they have not noticed the wear, the characters should get an Ease Factor 2 PER roll to notice the elevator anyway.

The entrance to the elevator is concealed beneath a false boulder, hinged so that there is no trouble to swing it out of the way. There are stairs leading down to the elevator platform. To operate the elevator, the character must punch in a four-digit access code into the numeric keypad lock. Each guard knows this access code. If the characters notice one of the guards opening the elevator, they get an Ease Factor 3 PER roll to memorize the code.

Characters may try to circumvent the controls, using their Electronics skill at Ease Factor 5. On a Quality Rating 3 or better, the elevator is activated. On a Quality Rating 4, the elevator works but the alarm alerts the guards below, though not the characters. A Quality Rating 5 will set off the alarm without activating the elevator.

After the characters descend, the doors will open onto the reception area, where the characters will be greeted by Sisters Mary and Rose.

If Honey Ryder is with a character who is trying to find an entrance to Dr. No's fortress, her presence gives a +1 modifier to the character's PER roll. (She does not know where the entrance is, but she will save the characters considerable time by telling them where not to look.)

H. The Fortress of Dr. No

The fortress is constructed entirely underground, 200 feet below the water line. The cliff face of the western extremity of Grand Island continues straight down below the surface for about 500 feet, descending into the Cuba Deep.

GETTING INTO THE FORTRESS

The easiest way for the characters to get into the fortress is to be captured, either on Jamaica or Grand Island, willingly or unwillingly. If so they will be taken (unconscious) into Dr. No's reception room, described later in this section.

If the characters manage to get past the obstacles on the island, they can gain entry as described in the previous section. A fourth entrance, however, lies in the northwestern end of the cliff wall at sea level. A set of concealed doors part, revealing a dock in the side of the cliff. The dock area is 30 feet wide and 20 feet high. Visitors in the know merely give a pre-arranged radio signal, so the dock crew can open the doors, and they pull up in their boats. This is how Wong arrives at the island and delivers supplies.

The doors can be opened only from the inside. Characters who have discovered this entrance can enter only by finding the radio signal or by sneaking through when the doors are open for someone else. If a character is searching the cliff face, he will find the doors if he makes an Ease Factor 5 PER roll when within 40 yards of the doors. (If Ryder is with the character, she adds a +1 modifier to the attempt).

Twenty feet inside the cave is a dock. There is at least one guard, armed with an Uzi, on duty here at all times. There is an alarm bell to the right of the loading door which will summon at least three more guards to the dock area in 1D6 Action Rounds.

The loading doors remain unlocked until the alarm is sounded. Then they are locked automatically and can only be opened again by punching a four-digit code into the numeric keypad lock (it is the same code as for the elevator on the cliff). If a character does not know the four-digit code, he will have to make an Ease Factor 4 Electronics roll to unlock the door.

Beyond the door is a 15-foot-long loading dock. There is freight elevator behind the dock that descends 200 feet down into the fortress proper. The freight elevator is run by up and down buttons, requiring no special ability to work. At the bottom is 75-foot-long corridor that leads to the reception area. If the characters reach the reception area, they will find Sisters Mary and Rose at their desks; the Sisters will immediately hit their alarm buttons, which will summon two guards, armed with Uzi's, within 30 seconds and six additional guards, one per Action Round. If the characters get past Mary and Rose, they must perform a Stealth roll to avoid detection

for every 50 feet of hallway they move through. There are always at least two armed guards within hearing distance.

If the guards hear the characters, one of them will attempt to get away to sound the general alarm. The characters may try to stop him, but the guard will begin to yell very loudly to attract attention to his situation. He will continue to yell until **Knocked Out**, **Incapacitated**, or **Killed**. Any guards the characters meet will act in a similar manner.

Unless they are about to be killed, the guards will try to capture the characters, not kill them. Dr. No's order stems from his curiosity about anyone who could breach his defenses. But the guards are not self-destructive and will kill if necessary.

FORTRESS GUARDS

STR: 6 DEX: 8 WIL: 9 PER: 6 INT: 5

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (2/9), Evasion (4/11), Fire Combat (4/11), Hand-to-Hand Combat (4/10), Stealth (2/11)

HEIGHT: 5'5"-6'0"

SPEED: 1

WEIGHT: 120-220 lbs

HAND-TO-HAND DAMAGE CLASS: A

AGE: 24-32

STAMINA: 28 hours

APPEARANCE: Plain-Normal

RUNNING/SWIMMING: 25 minutes

FAME POINTS: 0

CARRYING: 101-150 pounds

SURVIVAL POINTS: 0

WEAPON: Uzi

FIELDS OF EXPERIENCE: None

WEAKNESSES: None

INTERACTION MODIFIERS: Reaction (-6), Persuasion (-2), Seduction (0), Interrogation (-2), Torture (-1)

Note: You may alter the characteristics as you see fit to inject individuality among the guards. All guards in the fortress also carry Luger Parabellums. They will have one reload for each weapon.

If the characters surrender to the boat patrol, or the Anansi, or any other guards, they will be **Knocked Out** as soon as convenient and taken down one of the elevators. Once at the bottom, they will awaken in the reception area. Sisters Mary and Rose will welcome them graciously and sincerely, and offer to show them to their rooms. Remember, the Sisters think these people are patients. Their solicitude and gentle manner should give the characters pause.

The characters' rooms are as opulent and comfortable as those in the finest hotels. Chandeliers, dressing rooms, and fine antique furniture make these rooms a delight to behold.

The Sisters will explain that they must lock the doors from the outside because "after all, we aren't ready for our walks yet, are we?" They will also warn the characters that any tampering with the door is forbidden and may "force the good doctor to suspend your solarium privileges."

The doors are wired for alarms. Any touching or fiddling with the doors will bring Mary or Rose and four guards with Uzi's to investigate.

After a time Mary or Rose will wheel in dinner for the characters — a seafood appetizer followed by a grilled steak and a bottle of '72 Mouton-Cadet Rothschild. The characters will be admonished to "eat it all up and get some rest; you poor dears must be so tired." Fifteen minutes after the dishes are removed, the characters will hear a slight hissing sound as gas jets shoot a sleeping gas into the room. The jets are too numerous and too well hidden to plug up effectively. The characters will fall asleep.



When the characters finally awaken, they will see the Sisters peeking in to announce that they are to dress for dinner. They will find formal dinner wear in the closets that will fit them perfectly. Thirty minutes later the Sisters and armed guards will return to guide the characters to dinner with Dr. No.

MEETING DR. NO

The characters will be led to Dr. No's sitting room. The floors are of highly polished marble, and the steps and walls are hewed from basalt to retain a more natural, irregular appearance. The room is an opulently decorated cave, and the soft lighting aids in creating atmosphere. To the left of the entrance is a raised area with a stone fireplace, flanked by two richly upholstered chairs. To the right is a similarly raised area, on which is a small dining table with four chairs. Straight ahead is an enormous table with 12 chairs under a sparkling bright chandelier; it is a conference table that has been set for dinner. All furniture in the room is French provincial.

Around the walls are decorative lanterns which are lit, although they do not provide the main source of illumination. There are indirect lights recessed in the stone walls. A 10-foot-high portrait of Napoleon hangs on the far left wall, while a smaller portrait of "le petit empereur" rests on the fireplace mantle. The shadows created by the light highlight the portraits so the eye is drawn to them.

Along the far wall is a window that gives the viewer a spectacular panorama of sea life. Because the fortress, and therefore this window, are well below the waterline, this window provides Dr. No with a permanent natural aquarium through which he can gaze upon the wonders of the deep. The glass in the window is convex to magnify the image. Floodlights mounted outside the window provides sufficient illumination to enjoy the view.

After the characters have had a moment to drink in the splendor of the room, they will see the main door open, and Dr. No will enter. With him will be two guards, armed with Uzi's, for every character and NPC present. No will be a calm, gracious host albeit a little cold. He is more than willing to engage in civilized talk, although he has little patience for palaver. He will request his guests join him at the table and offer a choice of sumptuous French dishes, all of which have been prepared to perfection. The table is set with antique French china and cutlery, and wine glasses of the finest leaded crystal. The wine, of course, is a fine Chateau Lafite Rothschild.

Dr. No will attempt to draw out information about his guests, particularly their reasons for invading his island. After the meal is over and while the company awaits dessert, Dr. No will call for everyone's attention and begin speaking.

I. Dr. No's Speech

Once silence has settled over the group, Dr. No will begin to speak. "Let me begin with an important truth. It may help you understand how much power I am capable of wielding. Everything you have experienced since you arrived in Jamaica, everything you have seen or heard on this island, everything in this complex is controlled by the mention of two words: *Julius No*."

Note: *At the end of the first paragraph, where Dr. No mentions his full name, you should emphasize those words since they play a key role in stopping his plan. See K. The Control Room, below.*

"I was born in Peking, the son of a German Methodist missionary and a Chinese girl of good family. At the time, of course, Peking did not bless such unions, so I was taken from my mother and placed in a monastery. Somehow I survived the isolation of both the monastery and my heritage. When time came for me to leave the monastery, though, I sought out some way to make the world pay for the ignominies I had to suffer.

"I sought out the Tong in Shanghai and convinced them I was worth training and taking into their confidence — not an easy task since the Tong rarely trusts anyone who is not full Chinese. I grew to love my life with them. Every individual I helped kill or destroy brought me the sweetness of revenge, as if I was striking directly at the heart of the country that forsook me. I became quite adept at removing undesirables, and earned the trust of the Tong and a nominal place of power...all before I turned nineteen.

"Because of my obvious superior intelligence, I was sent to the United States to study at a university and get a degree in accounting. The Tong's growth demanded experts at hiding their ill-gotten gains. To be in such a position was perfect for my plans. I moved to New York City, where I worked with the local Tong while becoming a star pupil in the fields of math, accounting, and business. I can see from your faces that you feel me a braggart. I assure you nothing is further from the truth. I have very little to be modest about.

"While in New York I became interested in the blossoming world of nuclear research. In my rare spare moments I would observe experiments and devour any book I could find on the subject. I found I had a knack for science, and so I took on yet another major in nuclear physics and managed to graduate with top honors, despite a brutal study load. The Tong wanted me back, so I returned to be treasurer.

"But I could not remain there. I had tasted of the world and wanted more. I wanted to rule more. Over the next four years I began extracting funds for my own use from the Tong, secreting it away in a Swiss bank account. With no one the wiser, I managed to transfer five million of the Tong's money to my per-

sonal account. Unfortunately, they discovered me. The Tong is not merciful with embezzlers and I was ordered to be killed. I managed to suborn some guards and fled to Shanghai. But the Tong has a long memory and does not forgive easily. I was forced to run and hide like a slave.

"During this time, however, I managed, under assumed names, to gain an education in medicine and become a surgeon, all the while advancing my knowledge of nuclear physics. However, there was never enough peace left to me to establish the kind of power base I wanted. I needed either to square accounts with the Tong, clearly an impossibility, or to find some way of protecting myself from their wrath.

"Fortune smiled on me, as it always will on the superior man. Under one of my aliases, I became partnered with another research scientist, named Nakahara. She and I got along splendidly because we barely bothered with one another. One late night while I was working, however, I caught her going over my notes, making copies of what I had discovered about applying nuclear power to the theoretical field of broadcast power.

"I set a trap for her and discovered that she was stealing company secrets in addition to mine. I confronted her and warned her never to do it again. She was so supremely cool when she addressed me by my proper name that I was taken aback. She told me that she had observed me for some time and that she had a proposition for me.

"That young lady was in charge of research and development for TAROT, which stands for Technological Accession, Revenge, and Organized Terrorism. This organization, I discovered, was powerful enough to protect me from the Tong, so I joined with them. I have done much work for them, and they have given me the funds to continue my research into nuclear power. During the course of this research, unfortunately, I had an accident and lost the use of my hands. So I must now rely on others for the precision work while I do all the planning.

"But enough of the past. I am sure that you are more interested in the future. I will get to your destinies in a minute. Since you have proven to have more than average intelligence, you may be interested in learning the reason for this installation.

"TAROT, long a unseen force in the world, has decided to begin testing its power and exerting control over world affairs. My current project will give them a political foothold and, concurrently, will give me the power I crave.

"I will not insult your intelligence by asking if you know of the American cruise missile — a compact death machine, capable of pinpoint accuracy. The United States will be testing two long-range versions of these missiles, each carrying a conventional warhead equal to 1,000 pounds of explosive, from

Homestead Base in Florida. The Americans intend to guide these missiles south and obliterate a small, uninhabited atoll in the Atlantic. That would be a terrible waste of firepower.

"I have a more useful purpose for them. I have devised a method of broadcasting jamming waves and of reprogramming the missiles for a new target. You may have read recently that the Prime Minister of your small island is on an official visit to Anguilla. I daresay the harm done to Anglo-American relations when one of their missiles kills your national leader will be irreparable.

"The other missile will be redirected from the South Atlantic to a place not far from here, Havana. To be exact, the coordinates should have the missile landing on the front steps of Cuba's government house. That island will be my reward. TAROT has a landing force ready to go at a moment's notice. In the ensuing confusion, we will take up the reins of power in Cuba, and TAROT and myself will have our first seat of real power and a place from which to safely expand."

If the characters are not too stunned by what they have heard, they may try to provoke Dr. No into a fight, during which they hope to kill him. The guards would probably serve as a deterrent to such a Persuasion attempt (in the sense of goading No into a response), but the characters may try it at the usual Ease Factor. This attempt may be critical, so the following guidelines are offered (you may choose not to use them if you so wish). Two or more characters may join together in the attempt. The character with the highest Charisma Primary Chance makes the attempt; each character joining in adds a +1 Ease Factor modifier to the attempt.

The result of the Persuasion attempt will determine the Ease Factor of Dr. No's WIL roll:

PERSUASION RESULT	EFFECT
Failure	No WIL roll required. Dr. No scoffs at their attempts

Quality Rating 4	Ease Factor 8 WIL
Quality Rating 3	Ease Factor 7 WIL
Quality Rating 2	Ease Factor 6 WIL
Quality Rating 1	Ease Factor 5 WIL

The result of Dr. No's WIL roll will determine his reaction:

Quality Rating 1:	He smirks and mocks the characters' feeble efforts to agitate him. He will say something to the effect that the characters are "just stupid, silly policemen after all."
Quality Rating 2:	He mocks them as above but also treats them to a display of strength, such as crushing a cup with his exoskeleton hands.
Quality Rating 3:	He says nothing, but crushes the cup and takes a swipe at a character before regaining his composure.
Quality Rating 4:	He will rise quickly, take a swipe at the character, and shout to the guards to restrain them.
Failure:	He attacks the offending character, initiating combat.

After this episode he will explain his plans for the characters.

"My men have a certain fondness for Caucasian women, especially blondes. I think Miss Ryder here will keep them amused for some time. As for the rest of you, I will have the pleasure of watching you die slowly, much the way your colleague Strangways died before you. You will die begging for mercy, begging for my beneficence. Your cries will show just who controls this complex and soon the Caribbean, *Julius No!*"

Honey Ryder will be taken by the guards to suffer her fate. The guards will have their Uzi's leveled at the characters and will be far enough away that any attack by the characters would prove suicidal. She will be taken back to her room and left for the guards' fancy, once Dr. No's plan is completed.

J. The Endurance Course

After their dinner the characters will be led to the maximum security rooms down the hall. Each room is a ten foot by ten foot square and is seven feet tall, with one recessed light and a wooden chair. The first room, as shown on the map on the screen, has a vent in the wall opposite the door, in the left corner near the ceiling. The vent is covered with a metal grille. This is the entrance to the endurance course. Through it the character will be able to feel a soft breeze and smell the sea. This obviously is a way to freedom.

The guards will send the characters through one by one and three minutes apart. You should run the

characters through the same way. At the beginning of each character's turn, the guards will replace the grille before putting the next character in the room.

The Endurance Course Chart on page 41 should be used to keep track of the time each character takes as he goes through the endurance course and any damage the character suffers. The characters will be sent into the course at intervals of three minutes.

The endurance course is described below in general terms; sections are not given specific compass point coordinates. The characters should not be able to determine their exact positions in the course rela-

tive to the rest of the fortress. Part of the terror of the course arises from the fact that the characters have no idea what is coming next or how far along the course they have travelled.

The description of each section of the course gives length, relative size, and special features. The width is given in general terms and can be adjusted for the characters running the course. You can alter any section of the course to suit the individual character and exploit any individual weakness. Any section of the course that exploits a weakness will require the character to pass an Ease Factor 5 WIL roll (to be made before the skill roll is made). The Quality Rating equals the number of minutes the character takes to be able to face his fear (a failure equals five minutes).

Each stage along the endurance course will require the character to make a roll using a characteristic or a skill at a stated Ease Factor. The Quality Rating of the roll will determine how successful he was at performing that leg of the course.

All sections involving climbing should use the Mountaineering skill. The Quality Rating is multiplied by the stated number (which represents how steep the climb is) to determine how many minutes it took to get to the top. The same figure indicates the number of minutes of rest the character requires at the end of the climb. Any failed attempt has the given number multiplied by 5.

Lateral sections (those going off to the side) will use several characteristics. The comments will detail which characteristics are needed in each section.

If any roll fails, the character must immediately roll Ease Factor 10 WIL. The Quality Rating equals the number of minutes that must elapse until the character works up the nerve to try again (a failure equals five minutes).

A few locations along the course specify that they character may fashion a weapon or aid from the materials available. The character should be able to perceive this from the description given. If he misses the clue, give the character an Ease Factor 8 Sixth Sense roll. All weapons will come in handy.

It is quite possible that characters may catch up with one another in the endurance course. Characters moving together through the course must each roll individually for characteristic and skill attempts. Also, to keep together, the characters must move and rest as is demanded for the slowest character.

ENDURANCE COURSE SECTIONS

Section 1

DESCRIPTION: 15 feet, horizontal. The walls are smooth zinc. The light from the room illuminates the section for the first 10 feet; after that the rest of the section is dark.

COMMENTS: The character must first remove the vent grille, which is just wide enough for him to wriggle through. However, it is electrified. Should the character touch it directly or with anything metal, he receives a strong shock and will have to perform an Ease Factor 5 WIL roll to see how much time will pass before he can try again. The second time he touches the grille the power will be off.

WEAPON: The grille can be twisted and bent into a crude knife, giving a +1 Damage Class increase.

Section 2

DESCRIPTION: 100 feet, lateral. The walls are made of smooth zinc. There is no light in this section.

ENDURANCE
COURSE CHART

	FIRST CHARACTER	SECOND CHARACTER	THIRD CHARACTER	FOURTH CHARACTER
Section 1				
RUNNING TIME				
Section 2				
RUNNING TIME				
Section 3				
RUNNING TIME				
Section 4				
RUNNING TIME				
Section 5				
RUNNING TIME				
Section 6				
RUNNING TIME				
Section 7				
RUNNING TIME				

	FIRST CHARACTER	SECOND CHARACTER	THIRD CHARACTER	FOURTH CHARACTER
Section 8				
RUNNING TIME				
Section 9				
RUNNING TIME				

ALTERING THE ENDURANCE COURSE

It is recommended you alter the course according to the following guidelines, if the characters are lower than "00" rank. For characters of Agent rank, eliminate the knives (Section 8). This section is replaced by one with a viscous substance causing them problems standing up (oil, grease or the like). The floor is covered with jagged stones; if they fall (that is, they do not make an Ease Factor 8 DEX roll), they suffer Light Wounds. For characters of Rookie rank, eliminate the hot floor (Section 5) and knives (Section 8). These can simply be very narrow tunnels demanding Ease Factor 5 STR rolls for the characters to drag themselves through. An alternative is to allow all characters of Rookie rank to tackle the endurance course at the same time.

COMMENTS: No roll is required; the character determines speed. This section is a dead end.

Section 3

DESCRIPTION: 30 feet, 90 degrees straight up. The walls are smooth zinc, with no holds available. It is the width of expanded shoulders. At the top, this section connects with another horizontal passage.

COMMENTS: It takes an Ease Factor 5 Mountaineering roll to shinny up. The time to climb equals the Quality Rating multiplied by 3. The character must spend an equal amount of time at the top to rest.

Section 4

DESCRIPTION: 30 feet, lateral. The section is a tunnel just large enough to crawl through. It is made of smooth metal. There is no illumination.

COMMENTS: No roll is required to get to the end of this tunnel. The speed is up to the character. As the character begins down this passage, he will notice a pair of eyes watching him through a slit covered with very thick plexiglass. The light in the tunnel is momentary and will not help the character see ahead.

Section 5

DESCRIPTION: 30 feet. This section takes a 90 degree turn to the left. It is large enough to crawl through. The section is smooth metal and its sides are extremely hot. There is no illumination.

COMMENTS: Before starting down the tunnel, a character should make an Ease Factor 4 PER roll to feel the heat and smell heated metal. If the roll is successful, tell him what is ahead so he can take appropriate steps to protect his hands and knees. If he fails this roll, he places his hand down on the metal without thinking; he must make an Ease Factor 10 WIL roll to see how long it takes before he tries again.

If character decides to go through on bare hands and knees, he must make an Ease Factor 4 WIL roll or he will pass out and fry in the tunnel. If the character wraps his hands and knees, he must make an Ease Factor 5 DEX roll so that no other part touches the burning metal. If he fails or does not wrap his hands and knees, he suffers a Light Wound. Otherwise, he will make it through this section safely.

At the end of the tunnel is an asbestos trapdoor, covering a hole. Since it is pitch black and the character should be hurrying through, he will hit this trapdoor without having a chance to notice it. Touching the trapdoor will release a torrent of water from above, smashing into the character and knocking him through the trapdoor.

Section 6

DESCRIPTION: 10 foot drop straight down and then a 20 foot horizontal tunnel. There is faint glow from recessed lights at the end of the horizontal tunnel.

COMMENTS: As he falls, the character must make an Ease Factor 4 DEX roll to cushion himself. A Quality Rating of 1, 2, or 3 means the character avoided hurting himself. A Quality Rating 4 indicates the

character took a Light Wound, and a failure indicates he took a Medium Wound. The water will fill the horizontal tunnel and then stop. The character may swim to the opposite end of the tunnel (or else wait for the next character to fall on him and be deluged again). There are electric eyes at the end of the tunnel which operate the pumps that empty the water from the tunnel.

WEAPON: The first character to make an Ease Factor 8 PER roll notices a loose 2 foot by 2 foot zinc plate, which he may rip off to use as a shield.

Section 7

DESCRIPTION: 1300 feet, lateral. A wide, then tightening spiral that slopes increasingly upwards. It is large enough to walk in. The walls are smooth zinc, and the section is unlit.

COMMENTS: As a character continues up, he will realize he is walking in a spiral. The angle of the spiral increases as the character goes higher. The angle starts at 10 degrees. At 30 degrees the character must begin making Ease Factor 7 Mountaineering rolls so as to not slide back to the bottom. He must make a total of six of these rolls. The chart below shows the Quality Rating Multiple. Multiplying the Quality Rating of the Mountaineering roll by this number tells how many minutes that part of the climb took (a failure equals five minutes).

The last part of the tunnel (the last roll) widens such that a character cannot brace his shoulders. Instead, there are hand holds...jagged hand holds. If the character fails his sixth and last Mountaineering roll, he not only slides back to the bottom (he will not be able to stop himself sliding back as described below), but he also sustains a Light Wound.

A failure on any of these six Mountaineering attempts means the character starts sliding down the spiral. He must make an Ease Factor 4 Mountaineering roll to stop (except on the sixth attempt when no saving roll is allowed); the Quality Rating of this roll determines how many grades he will slide back. On a Quality Rating 1, he stops at the beginning of the grade where he slipped; on a Quality Rating 2, he slips back one grade; on a Quality Rating 3, two grades; on a Quality Rating 4, three grades; and on a failure, he slides all the way back to the bottom.

GRADE	QUALITY RATING MULTIPLE
30 degrees	1
31-45 degrees	2
46-60 degrees	3
61-70 degrees	4
71-80 degrees	5
81-90 degrees	6

The unmultiplied Quality Rating is the time needed for rest after each of the six attempts.

Section 8

DESCRIPTION: 50 feet, lateral tunnel that is large enough to walk through. The tunnel is unlit and is made of smooth zinc.

COMMENTS: Thirty feet along the tunnel the character should get an Ease Factor 8 PER roll. If this fails, make a Sixth Sense roll for him at Ease Factor 6. On a Quality Rating 4, the character hears a faint humming sound; a better Quality Rating means the character has detected a series of small, recessed lights in the tunnel wall, with a corresponding hole directly across. An Ease Factor 5 Electronics roll will tell the character that these are electronic eyes, but will not tell him what they are for.

As the character proceeds, he will find himself going through a gauntlet, consisting of a series of ten sword blades that thrust out from the walls. If the character did not notice the lights, he should get an Ease Factor 3 PER roll to notice the first sword and an Ease Factor 8 PER roll to notice the rest. If he noticed the sensors, all PER rolls are made at Ease Factor 8. After each successful roll the character gets an Ease Factor 8 DEX roll to avoid being stabbed. If the PER roll was unsuccessful, he gets an Ease Factor 4 DEX roll to avoid being stabbed. For each failed DEX roll, the character receives a Light Wound. (The blades were not designed to run a person through, but to slowly carve him to death.)

A character with the piece of zinc may use it as a shield. In that case he receives a Light Wound for every two times he is stabbed. The blades immediately retract so the character cannot get hold of one.

On the floor of this tunnel is the body of the missing Station head, John Strangways.

Section 9

DESCRIPTION: 200 feet, lateral. The tunnel is tall enough to walk through. The walls are made of smooth metal.

COMMENTS: There is a faint light ahead, and the character can hear the sound of the sea. As he progresses, he will find the downward grade gets steeper and the floor becomes more slippery. Have the character make an Ease Factor 3 DEX roll. If he succeeds, he has walked to the end of the tunnel. If he fails, he begins sliding and finds himself plummeting 50 feet through space to the sea below, requiring an Ease Factor 4 Diving roll to avoid receiving a Medium Wound. If he walks to the end, he may dive or try to climb up the 150-foot cliff. If he falls into the water, there will be rocks available for him to cling to until he recovers his breath (there will be enough rocks for all the characters).

Fifty feet to the south of the exit hole is another vent. The characters may climb to this vent, using their Mountaineering skill. The vent is easily removed and the pipe is large enough to crawl through. Vents branching off from this main pipe are too small to allow entry. The tunnel gently slopes down back toward the fortress.

K. The Control Center

The fortress control center is comprised of the primary control room, the computer room, and the communications room. From this center, Dr. No directs all the operations. Dr. No has imported over 30 highly skilled TAROT operatives as his technicians. These technicians are not trained in any kind of combat skill and will do their best to flee should a fight break out. (Use the Technicians Table on page 105 of the Basic Game if you wish to create skills and characteristics for them.)

COMPUTER ROOM

The computer room is 60 by 60 feet. Most of the equipment is along the walls, and much of the remainder of the floor area is occupied by desks with computer terminals. There is a room in the back containing the library and extra disk packs. Four technicians patrol the room at all times. They are unarmed. They work in twelve-hour shifts, changing at midnight with another shift of four.

The Central Processing Unit (CPU), which occupies the middle of the room, is the nerve center for the whole control center; if this is severed from the rest of the equipment, the entire system breaks

down. Any character with Electronics skill or with the Field of Experience of Computers will know this; any other character can try to deduce this fact by making an Ease Factor 5 INT roll. If the characters can reach the CPU and knock it out, they will eliminate No's computer operations.

A 40-foot long corridor connects the computer room with the control room. There is a sliding steel door at each end of the corridor. The doors are controlled by a plastic card that is inserted into a slit by the door. Each technician in the control center carries a card. A character may also short-circuit the controls by making an Ease Factor 5 Electronics roll.

COMMUNICATIONS ROOM

The communications room is accessible through the control room or from the crawlway to the antenna. There are also sliding steel doors at either end of the 40-foot corridor, connecting the two rooms. These doors are also controlled by the plastic cards. In the northwest quarter of the room is the crawlway to the antenna. The antenna emerges from the top of the crawlway (see the Grand Island section, "Entrance C," for details on how to enter the crawlway).

CONTROL ROOM

The heart of Dr. No's operations is the control room itself. In this room are Dr. No's most important technicians, each in front of his own computer terminal. Dr. No sits in the center at his console, giving orders to the technicians. No's chair swivels 360 degrees, allowing him to see everything going on around him. There are monitors near the west wall, which allow No to track the cruise missiles at various stages of their flight. Near the south wall are consoles that raise the antenna/transmitter and display the radio bearings; near the north wall is the console that actually broadcasts the radio jamming and override commands. The two large consoles toward the east wall control the automatic defenses and electrical systems of the fortress. The room is a square 120 feet on a side, with excellent lighting and ventilation. A giant TAROT symbol dominates the center of the floor.

***Note:** Destroying the radio control console will not destroy No's control of the cruise missiles; a backup control console in the communications room is automatically activated if the main console goes down. Destroying the fortress defense or systems controls will eliminate all systems in the fortress, but not the main computer (that is, not the cruise missile sabotage). The way to stop the cruise missiles is either to shut down the computer or to destroy both radio control consoles.*

There are four monitors along the wall in front of the room. They show the coordinates of the cruise missiles. The two to the right show the location of the missile destined for Havana; the other two show the missile destined for Anguilla. Both the current coordinates and the destination coordinates are shown, as well as the distance from the target (shown in meters). This distance figure will be constantly decreasing as the characters watch.

There are six guards on duty in the control room. Each carries an Uzi. Two are stationed near the east entrance, and four more near the monitor screens.

ENTERING THE CONTROL ROOM

The most likely way for the characters to enter the control room is through the ventilation system. The pipe leading into the control room is the only vent pipe large enough to accommodate a person. It runs parallel to the ceiling, then opens downwards into the room. The fan in the pipe rotates parallel with the ceiling. While Dr. No is in the control room, he will have the fans shut off to avoid any possibility of distraction. The huge fans within the ventilation pipes will be on — and thus impassable — until 4:15 A.M. and again after 6:00 A.M.

Other paths of entry to the control room are by way of the antenna crawlway entrance from the surface and through the main doors leading to the rest of the fortress. The main doors are seven inches thick and are controlled by plastic cards (all the techni-

cians will already be in the control center). A character must make an Ease Factor 5 Electronics roll at each door to bypass the controls. Any failed roll will set off an alarm in the control center, alerting the six guards inside and bringing another 12 guards down the corridor.

If the characters enter through the ventilation system, they should be shown the illustration of the control room from the Mission Envelope. It shows a view of the room as they see it from the ventillator pipe. (The two fortress control consoles are not shown in this illustration.) The vent-grille can be easily removed, but the character must make an Ease Factor 8 DEX roll or he will drop it, thereby alert the entire room to the characters' presence.

Two characters may drop through the vent opening per Action Round. They will land almost on top of the two guards at the main doors. At the first indication of trouble, the technicians in the room will panic, sound the alarm, and attempt either to get out the main door or run into the communications and computer rooms. The technicians will not join in the fight with the characters.

STOPPING DR. NO'S PLAN

The characters must take over Dr. No's computer terminal to stop the cruise missiles. To do so, they must get past Dr. No and his guards. The quickest way to shut down Dr. No's computer is by typing *Julius No* into Dr. No's terminal or the main one in the computer room. No's name is the password that controls the computer. The characters will know this from Dr. No's boast, during his speech, that "Everything here is controlled by two simple words: Julius No." If you find they have forgotten, coax them without telling them. Describe to them the decreasing distance figure on the monitor; make them panic a little. Make your hints gradually more obvious: "He told you everything is controlled by something." If the missiles are about to strike, and they still cannot remember, make an Ease Factor 7 Sixth Sense roll for them. Any character who succeeds at this roll will understand that the computer controls the missiles.

If a character has the Field of Experience in Computers, he will be able to shut down the computer automatically; it will take one Action Round to stop the computer. Otherwise, a character can attempt to make an Ease Factor 5 Electronics roll or an Ease Factor 4 Science roll to stop the computer (each character gets to make one roll). The Quality Rating of the roll equals the number of Action Rounds the character must spend on the attempt (a failure takes 5 Action Rounds).

If the characters do not type No's name into the computer, or each fails his roll to control it, they will see the missiles land as Dr. No reprogrammed them to do. The characters, if this happens, will have failed their mission (see Part IV: A. Consequences).

Part IV: Adventure Information



A. Consequences

Should the characters succeed in stopping Dr. No's plan, they will still have to get out of the fortress. Even though Dr. No might die, his guards will still be loyal to him and will attempt to eliminate the characters. By destroying the consoles that control the fortress' defenses and systems, they will shut off the lights and ventilation system. More than likely, the characters will be able to use either the ventilation pipe or the crawlway to the antenna to escape.

Of course, in the excitement of their victory, the characters might forget about Honey Ryder and the Sisters. You can have Ryder waiting at the surface (assuming she has been able to get out of her room), or you might have her sneak into the control room to exact revenge, thereby becoming embroiled in the final confrontation with Dr. No. If you find the characters about to leave the island, you might drop a hint as to Ryder's fate.

Likewise, you might hint about the fates of Sisters Mary and Rose. With Dr. No dead, their lives will be in jeopardy. You should urge them to seek out the Sisters and rescue them. Tell them that, with the fortress' systems out, the air will go bad in a few hours, and there will be no way for the Sisters to escape. If the characters have reached Grand Island without discovering the link between Potter and the Sisters, and then leave without the twins, they should learn of the Sisters' identities from Potter or Pleydell-Smith when they reach Jamaica. (You might assess a lower Experience Point total for leaving either the Sisters or Ryder behind.)

If the characters fail to stop Dr. No, the results will not include a worldwide nuclear holocaust. The death of the English Prime Minister on Anguilla combined with the destruction of the Cuban government will result in a call for worldwide sanctions against the United States. Dr. No will be hurrying to island of Cuba to oversee the people who will be duped into putting him in power. All in all, it will not be a good situation for the U.S. or its staunch allies, which includes Great Britain. Even if the Americans are exonerated of any deliberate intent, it will not bode well.

The Soviet Union will immediately begin demanding the removal of American nuclear weapons from Europe, saying neither the Americans nor their precious guidance system can be trusted. The Third World nations will state they must protect themselves, and countries will begin to band together to create ultra-right and left wing governments. NATO will be seriously threatened.

Note: *It is recommended that the Prime Minister not be killed, but do not tell the players of this. If your players have failed, have the Prime Minister declared in critical condition and in a coma, but able to recover within a few weeks. This should spur the characters on to find Dr. No and exact revenge. At the very least, it will work as an object lesson for the players the next time you get together. You, in the persona of M, may even give them a severe tongue lashing and send them back to redeem themselves.*

B. Altering the Adventure

Since this adventure is so NPC oriented, changing the location or Dr. No's plan will not substantially alter what the characters find out. The main thrust of the adventure is to get them to Grand Island and have them survive once they reach Dr. No's fortress.

The two major balancers in the mission are Felix Leiter and Quarrel. Their presence on Grand Island with the characters could make the mission much too easy. Given below is a chart to help you determine how much Leiter and Quarrel will do in the mission. If the chart indicates "Goes to island," that NPC will accompany the characters to the island they select. Otherwise, the NPC will stay in Jamaica, using the excuse that he is after the drug-smugglers. If necessary, have Leiter and Quarrel disappear to investigate North Island without leaving any message behind for the characters.

Note: It is recommended that one Rookie not attempt this mission by himself.

CHARACTERS' RANKS	LEITER	QUARREL
Two Rookies or one Agent	Goes to island	Goes to island
Three Rookies, or Two Rookies plus One Agent, or Two Agents plus One Rookie, or One "00"	Stays on Jamaica	Goes to island
One "00" and any other rank character, or Three Agents, or Four characters of any rank	Stays on Jamaica	Stays on Jamaica

C. Further Missions

You are encouraged to re-use the locations and NPCs the characters encounter in the *Dr. No* Adventure Module. By doing so, you will create a continuity in your campaign that the players will appreciate. It is fun for them to encounter a character they already know, whether he be friend or foe. The following guidelines are offered to help you attain this goal.

1. Have Dr. No escape from the fortress and the island. He could take up residence in another Third World nation from which he would begin his experiments again, seeking to take over another strategic area of the world now that his bid for power in the Caribbean has failed. He could use Mary and Rose as hostages in his escape and take them with him.
2. Isa Nakahara is present as TAROT overseer dur-

The most interesting way to change the adventure is to alter the loyalties or the personalities of the NPCs. If your players are relying heavily on the movie, it would be interesting for them to discover their characters have been betrayed by a Quarrel who is really in Dr. No's employ. Or that Pleydell-Smith is reporting on their movements, or that he is really the Master Villain, using the phony name of Dr. No. Or that Strangways faked his own death because he sold out to TAROT and he has identified the characters to Dr. No.

Remember, however, that such major changes will force you to check through the adventure and make other changes to keep the adventure working as a whole. If any of your players have already read this adventure module, you will probably have to make major changes among the NPCs to keep them off balance.

ing No's attempt to control the cruise missiles. She should be allowed to escape, but leave some clue as to her destination. If you have not done so previously, you can use this adventure to introduce TAROT into your campaign. You can also have the characters discover some connection between Tetsuro Osato and Dr. No, using this as a lead to draw your characters into investigating TAROT.

3. Bobby Lemarre's smuggling operation is so efficient that he is approached by Kananga, who takes Lemarre on as a partner. Lemarre and Kananga could be using the smuggling to finance more nefarious plots. With these characters, a tourist guide to the Caribbean, and a steady supply of Beautiful Foils, you could keep the characters island hopping for some time to come.

Part V: Thrilling Cities



Kingston, Jamaica

Jamaica is formally a constitutional monarchy with the governor general as the queen's representative. The island has its own prime minister and parliament, with the executive office holding the most power. The major political parties are the Jamaica Labor Party and the People's National Party. Each has been in majority power at one time or another.

Kingston was started in the late 1600's by the survivors of the earthquake that flattened Port Royal across the bay. For most of its history it has been tagged as a wicked, sinful city with no morals and few hopes of survival. The city flourished as a center of slave trade and rum transporting. In 1907, the city suffered both an earthquake and a massive fire which leveled most of the buildings. This disaster proved a godsend since it gave the natives a chance to rebuild in an orderly fashion and make Kingston the attractive tourist resort it is today.

Not that Kingston's skirts have remained totally clean. As recently as 1964, Prime Minister Bustamante had to send in commissioners to take over from corrupt officials.

For an island less than 150 miles long and 50 wide, Jamaica offers a great deal to visitors. Kingston itself does not boast a treasure trove of attractions. It instead serves mainly as a haven for tourists who spend their days taking in the beaches and lush greenery around the island.

This is not to say that Kingston is barren. It offers the Royal Botanical Gardens with orchids seen nowhere else east of Hawaii. For a change of pace, you can visit the Institute of Jamaica with its display of naval relics and other artifacts recovered from the Caribbean. Here you can view the notorious

Shark Papers. These papers were thrown overboard by a sea captain so they could not be used as evidence against him. Years later the papers were found in the belly of a shark.

HOTELS: For people looking for tropical beaches, the best hotels are found on the north shore of the island. Kingston is more a city-oriented environ attracting businessmen.

- **Inter-Continental Kingston Hotel** (*King St.*)
Features: Overlooking the harbour, the hotel offers a cocktail lounge, shops, and swimming pool. It is mostly patronized by businessmen and conventions.
- **Mayfair Hotel** (*West Kings House Dr.*)
Features: With only 31 rooms, this hotel feels more like a personal, quiet guest house than a hotel. Most rooms have air conditioning and a private bath.
- **New Kingston Sheraton Hotel** (*New Kingston*)
Features: Tennis courts, swimming pool, poolside bar, rooftop restaurant, and lounges make this hotel the welcome new addition to the Kingston scene.

RESTAURANTS: Jamaican food is spicy and incredibly hot. Everything is liberally sprinkled with local spices and peppers. Not many places offer it, but the roast suckling pig should be tried if possible. The bones are removed and the pig is stuffed with a concoction of rice, peppers, diced yams, and thyme along with some shredded coconut and corn meal. Do not be put off by the listing of "sea roaches" on a menu — they are baby lobsters.

- **Terra Nova** (*Waterloo*)
Situated atop the Terra Nova Hotel, this restaurant offers a gourmet cuisine and an orchestra for dancing through the night.

- **Grog Shop** (*Waterloo and Hope Rd.*)
Located in the Devon House, the restaurant specializes in Jamaican dishes.
- **Blue Mountain Inn** (*George Town Rd.*)
Located just outside Kingston, this renovated manor house offers excellent food, romantically served by candlelight.

MONEY: 3.96 Jamaican dollars equal one pound.

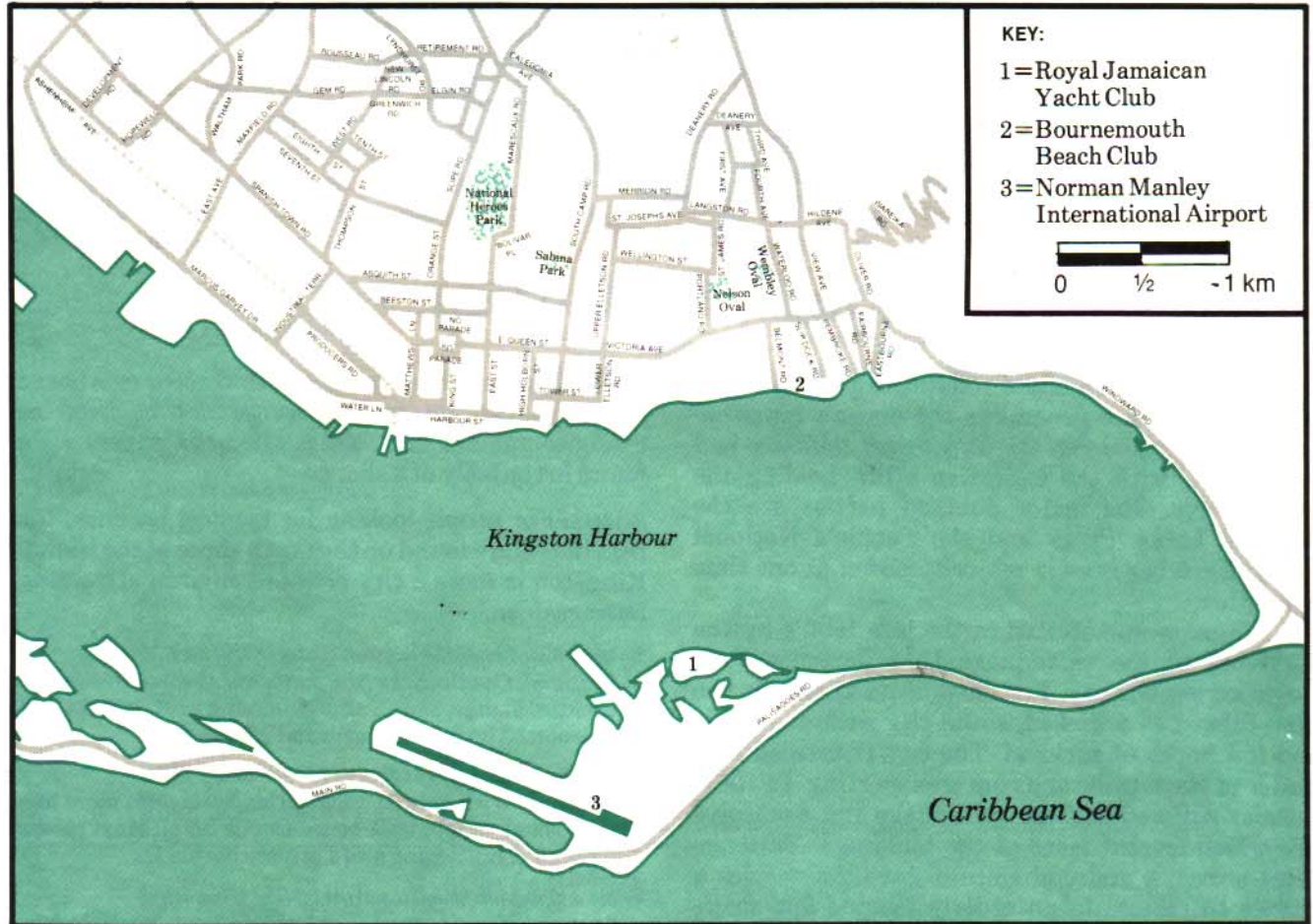
COMMUNICATIONS: Phone service to the United States is good. There may be some delays with transatlantic calls. Cables can be sent from post offices or hotels.

LANGUAGES: Jamaican, English

GETTING AROUND: Cars can be rented for travelling around the island, but for short hops in the city a taxi may best suit your needs. Even though fares are supposed to be standard, settle on a price before you go anywhere with the driver.

EQUIPMENT: Ease Factor 4

INTELLIGENCE AGENCIES: M.I.6 maintains a Level 2 Station House. The C.I.A. has a Level 3 house (to keep tabs on Cuba). The KGB has a Level 1 house (to keep tabs on the C.I.A.).



FOR YOUR EYES ONLY



Kingston Harbour Boat Fuels
Pier 92, Kingston Harbour

Date AUGUST 30

Sold to CASH

Product/Service GASOLINE - 89 GAL.

Received by:

Amount \$133.50

JOSHUA MILLER

Tax

Total \$133.50

Kingston Harbour Boat Fuels
Pier 92, Kingston Harbour

Date SEPT. 1

Sold to CASH

Product/Service GASOLINE - 92 GAL.

Received by: Amount \$ 138.00

JOSHUA MILLER Tax _____
Total \$ 138.00

7

From the desk of Percival Potter

Friday
September

8.00

8.30

9.00

9.30

10.00

10.30

11.30

12.00

12.30

1.00

1.30

2.00

2.30

3.00

3.30

4.00

4.30

5.00

5.30

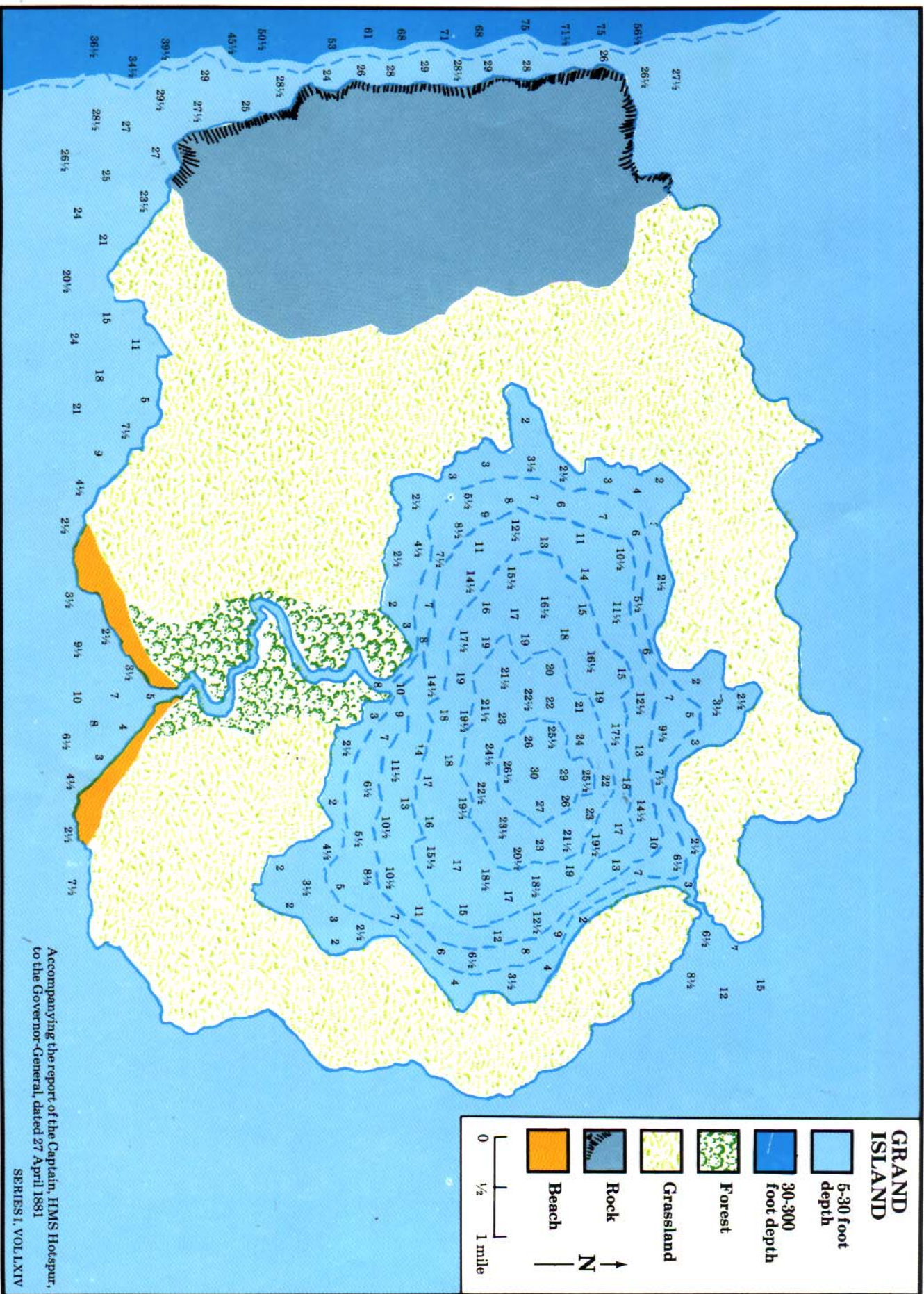
Get figures for ANANSI.

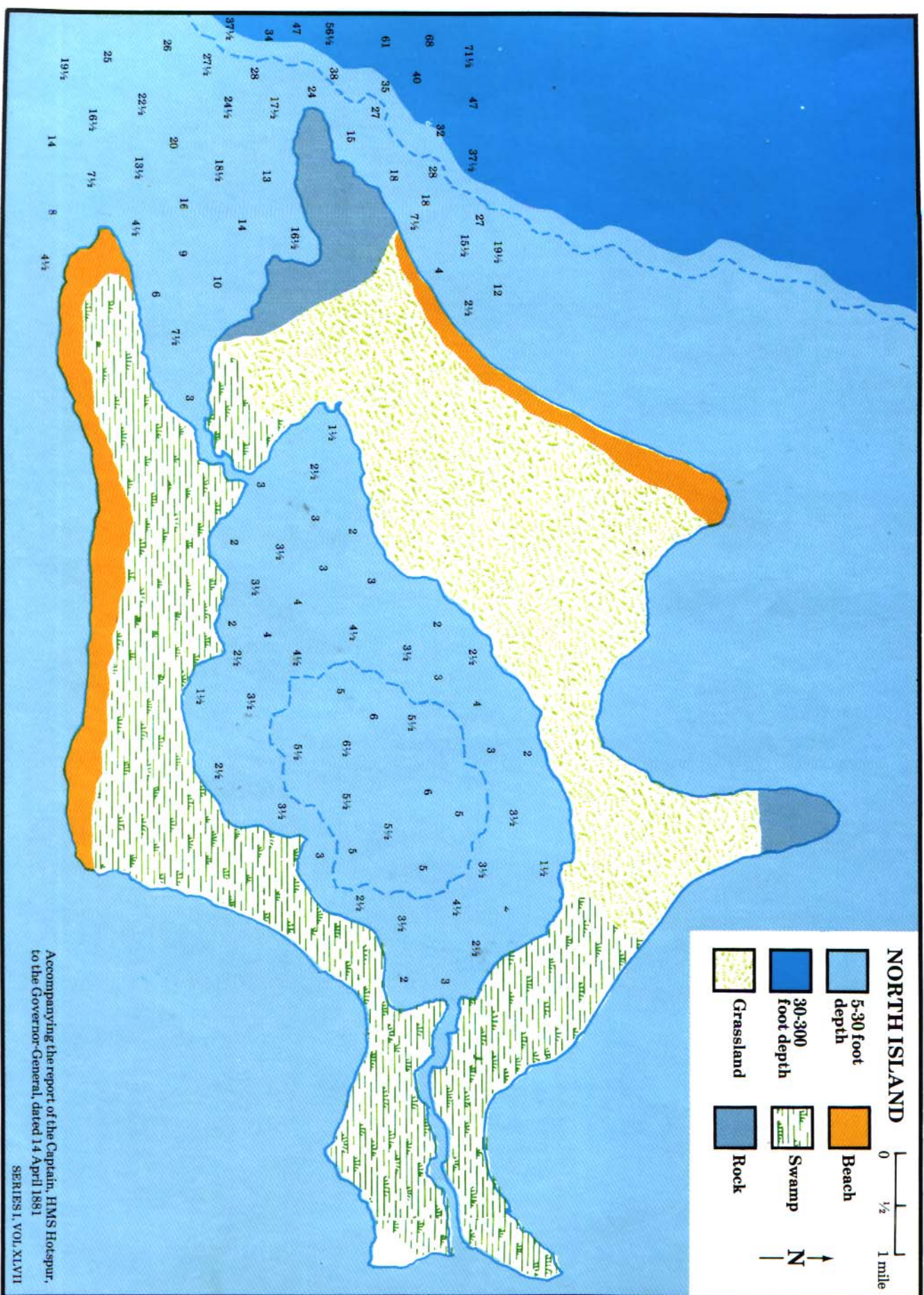
Remember Cargo Capacity.

Give to Dent.

Supplies to Island by
Sunday, latest.

Plan goes into action
Monday morning.

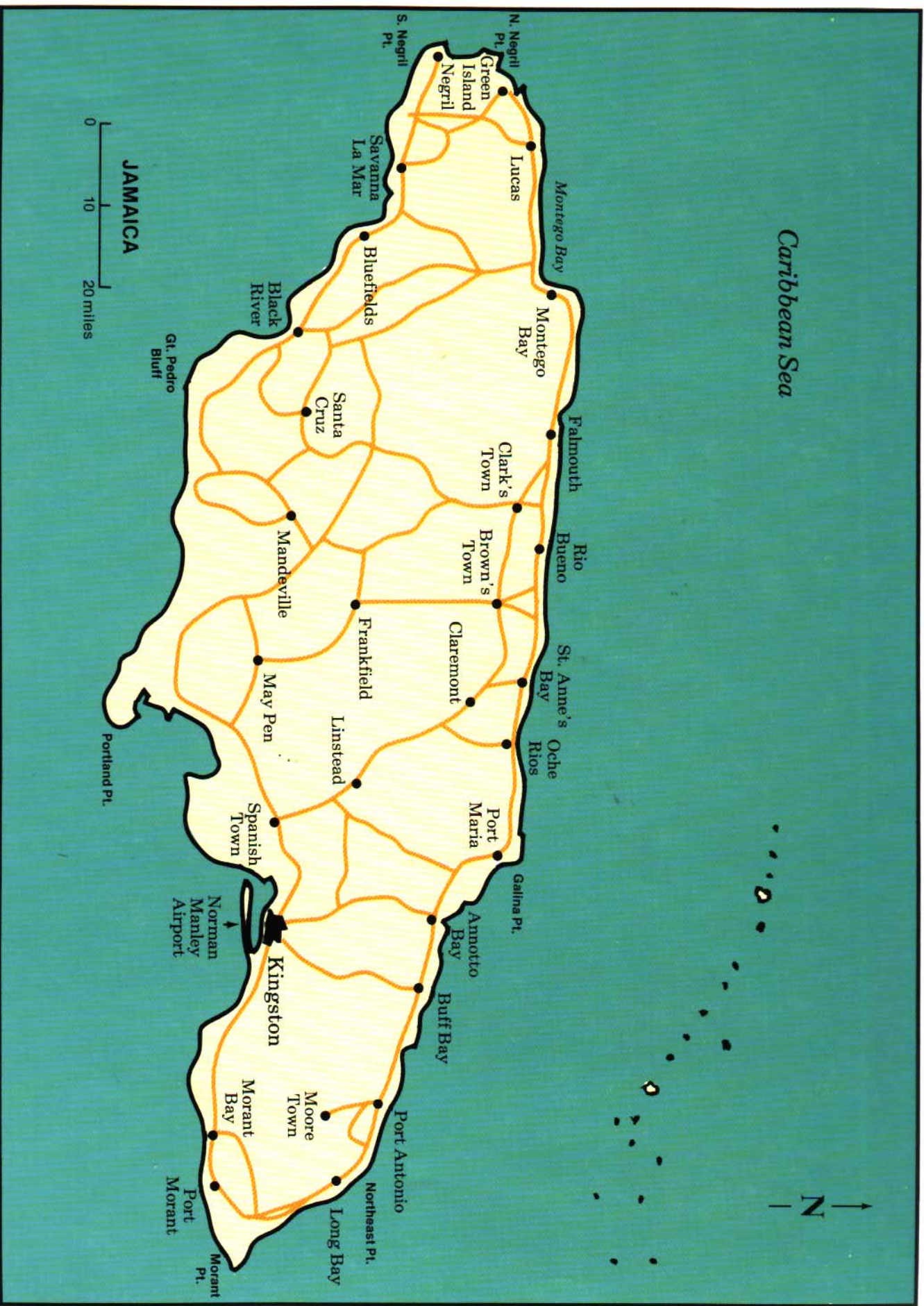
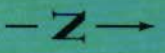




Accompanying the report of the Captain, HMS Hotspur, to the Governor-General, dated 14 April 1881

SERIES I, VOL. XLVII

Caribbean Sea



JAMAICA
0 10 20 miles



L-----1-----2-----3-----4-----5-----6-----R

PRELIMINARY REPORT - DRUG RING

Assigned to cooperate with Felix Leiter of C.I.A in investigating drug ring working out of Caribbean.

Preliminary findings indicate drug ring may be working out of the Anansi Island group, north of Jamaica. Islands very dangerous so further investigations necessary. May take boat out for a moonlight ride to look around.

Dropped in to visit Percival Potter. His behavior was quite jittery and disoriented, moreso than usual. Noticed a message on his desk calendar regarding Dent and Anansi. When I joked about it, he quickly ripped the sheet off and threw it away. Said it was nothing. Whilst he was answering a phone call, I retrieved the memo. Also found two gas receipts in trash and took them.

Decided to meet with Dent and tried to engage him in conversation about the Anansi Islands. He told me the mythology surrounding islands but little else. He seemed unusually evasive.

Could my fellow bridge players be involved in drug smuggling?





TOP SECRET
Classified
Information

Dr. No

Welcome to the island of death!

BRIEFING: Something is terribly wrong on the island paradise of Jamaica. The always reliable M.I.6 Station head has failed to make his report and has since disappeared. What terrible secret is so important on Jamaica it is worth the risk of murdering an M.I.6 operative? All clues point to the existence of a mysterious figure unknown to the British Secret Service — someone called Dr. No. Where is Dr. No located, and could he prove a threat to the rest of the world?

MISSION: Against the backdrop of romance and intrigue in the Caribbean, you must discover the link between the missing Station head and Dr. No. Though your assignment sounds simple enough, you will find yourself in constant jeopardy as you seek to separate the lies and legends from the truth about Dr. No. Do you have the courage — and the intelligence — to unravel the mystery of Dr. No?

The Dr. No Adventure package contains:

- An illustrated 48-page Gamesmaster's Guide with complete instructions on running an adventure.
- An Agent's Briefing Dossier from M.I.6 with 8 Mission Sheets that provide clues and maps for the players.
- A stand-up screen containing a map of Jamaica and the floorplan to Dr. No's lair.



WARNING: Assuming this adventure is exactly like the movie can be dangerous to your character!



Victory Games Inc.

ADVENTURE DESIGN
Neil Randall

GAME SYSTEM DESIGN
Gerry Klug

VICTORY GAMES, INC., New York, NY 10001

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JAMES BOND
007

#35006